EYE TOY™ Play

SONY

COMPUTER
ENTERTAINMENT ®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and POWERLINE Nos.

SCES-51513

1 - 4 Players • Memory Card (8MB) (for PlayStation®2) : 460KB minimum • EyeToy™ USB Camera (for PlayStation®2) Compatible • Analog Control Compatible: analog sticks only

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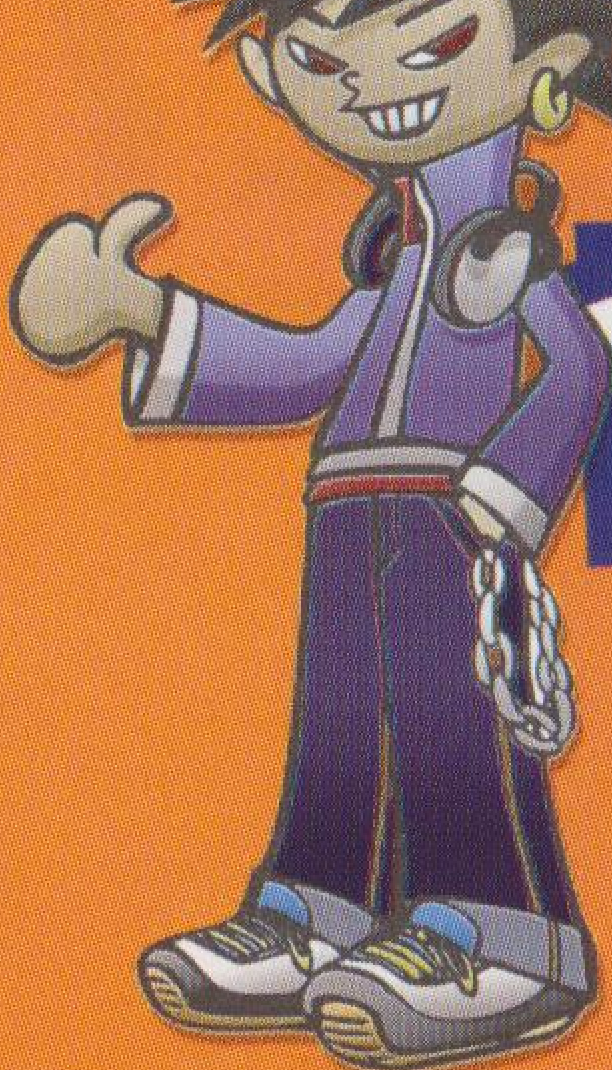
EYETOY™ Play

English

How's it going? If you don't already know who I am, that's OK, they call me the Oracle. I'm the all-knowing, all-seeing, all-powerful master of the EYETOY™: PLAY games. If you've got a problem, then come and consult me for some handy hints and tips.

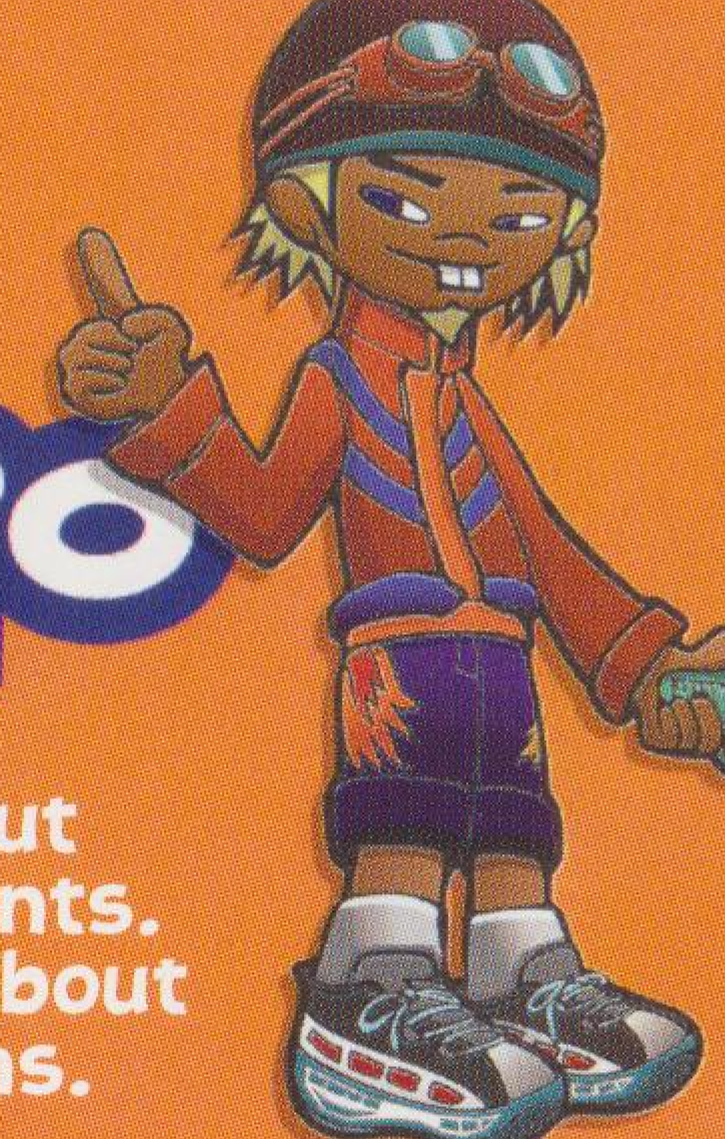
You'll soon get the hang of how to play the games, and maybe I can turn you into a master too.

OK, I think you're now ready to meet the rest of the gang. Let me introduce you to...



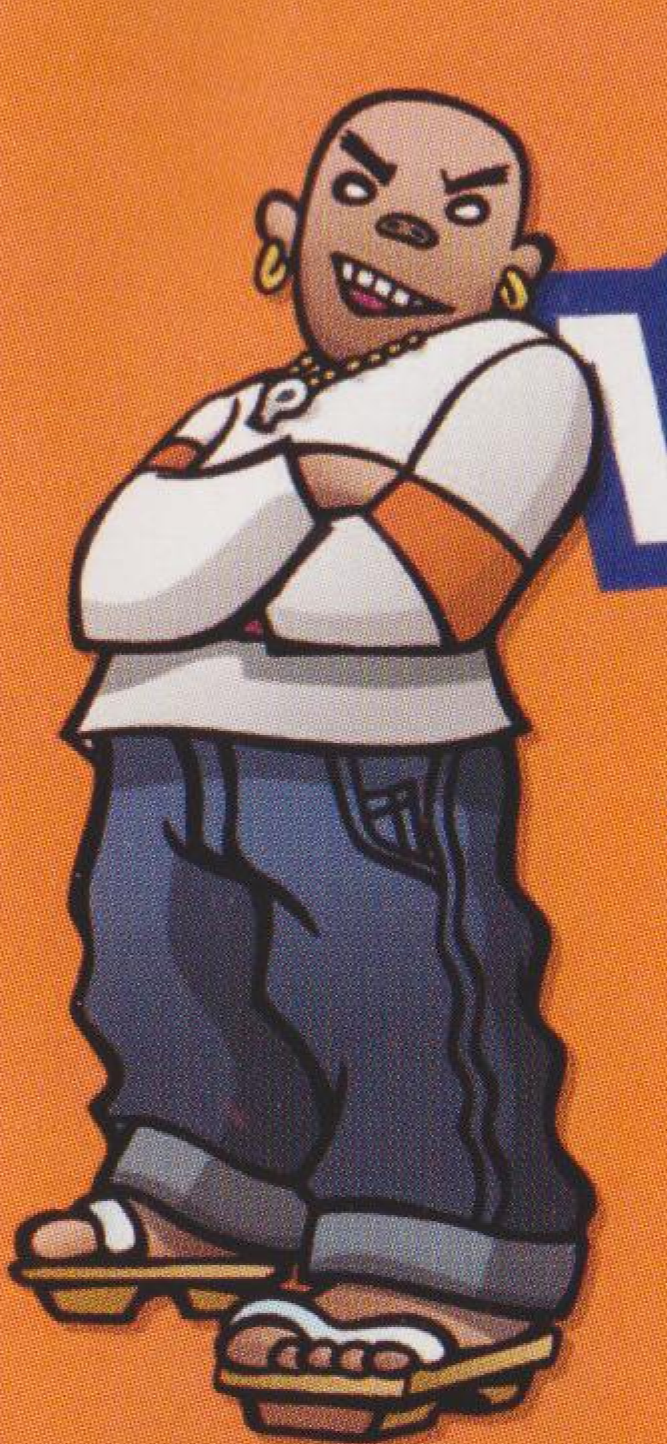
Dex.

This boy only likes two things - football and music. He is a typical boy who isn't shy about showing his skills.



Toro

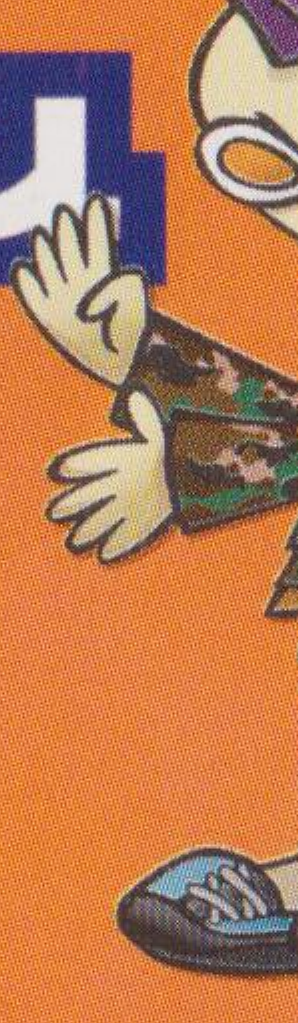
A real sci-fi fan, Toro helps me out with some of my crazier experiments. He's usually to be found cycling about town on his BMX, looking for aliens.



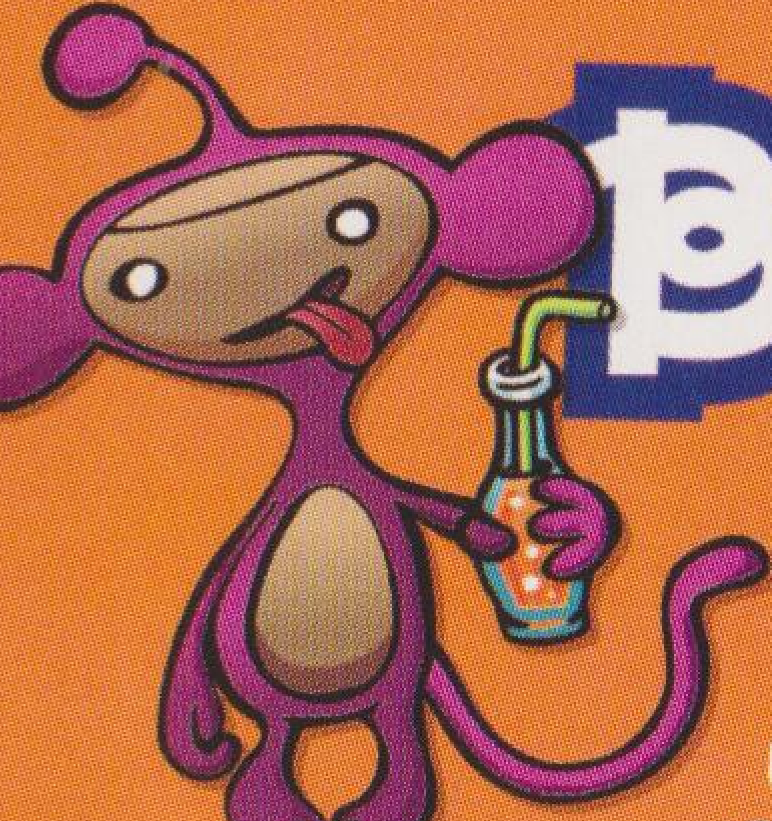
Vernon Bok

Vernon's a bit of a hard nut when it comes to beating the oil out of the Big Robo Bro, but don't let him anywhere near a football because he'll crush it to the size of a pea!

Max-Fu

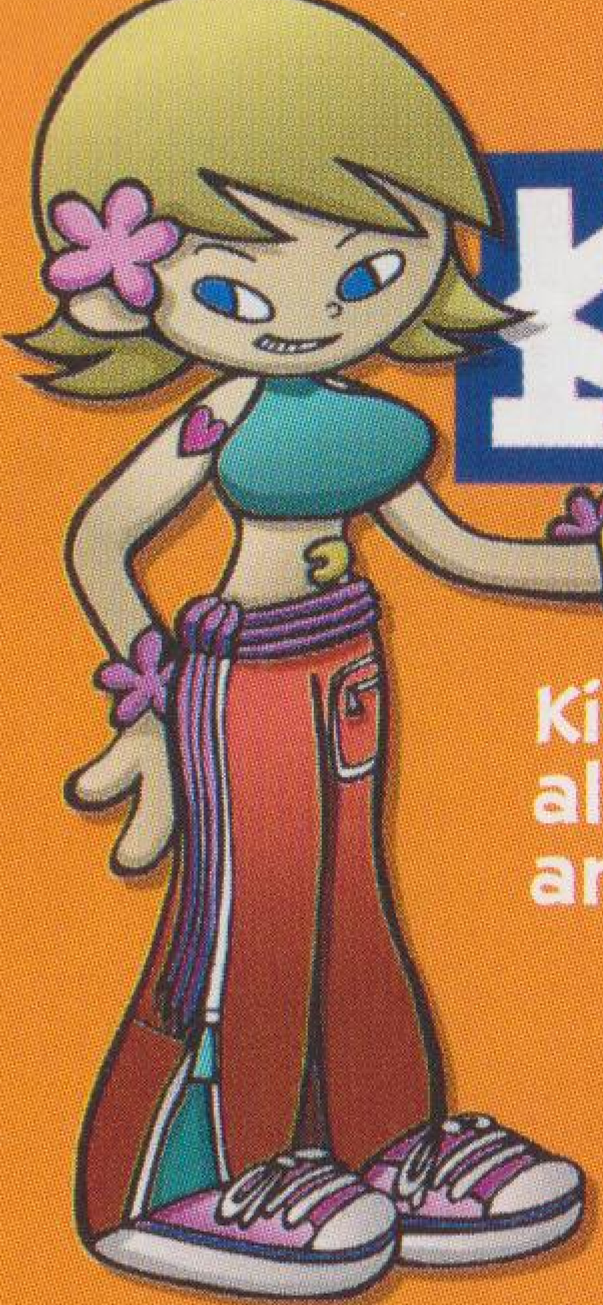


Spending most days hanging out down at the graveyard, it's hard to know who would be more frightened if he did ever come across a ghost!



B-Monkey

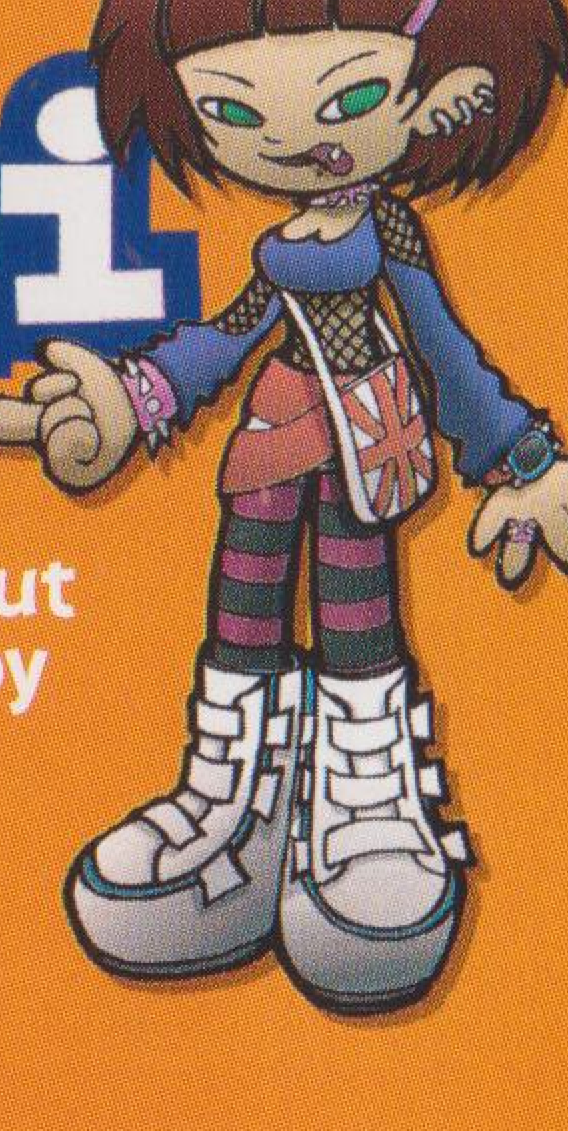
Committed to having a good time and trying anything that sounds like fun, B-Monkey can usually be found hanging around on a street lamp or a tree.



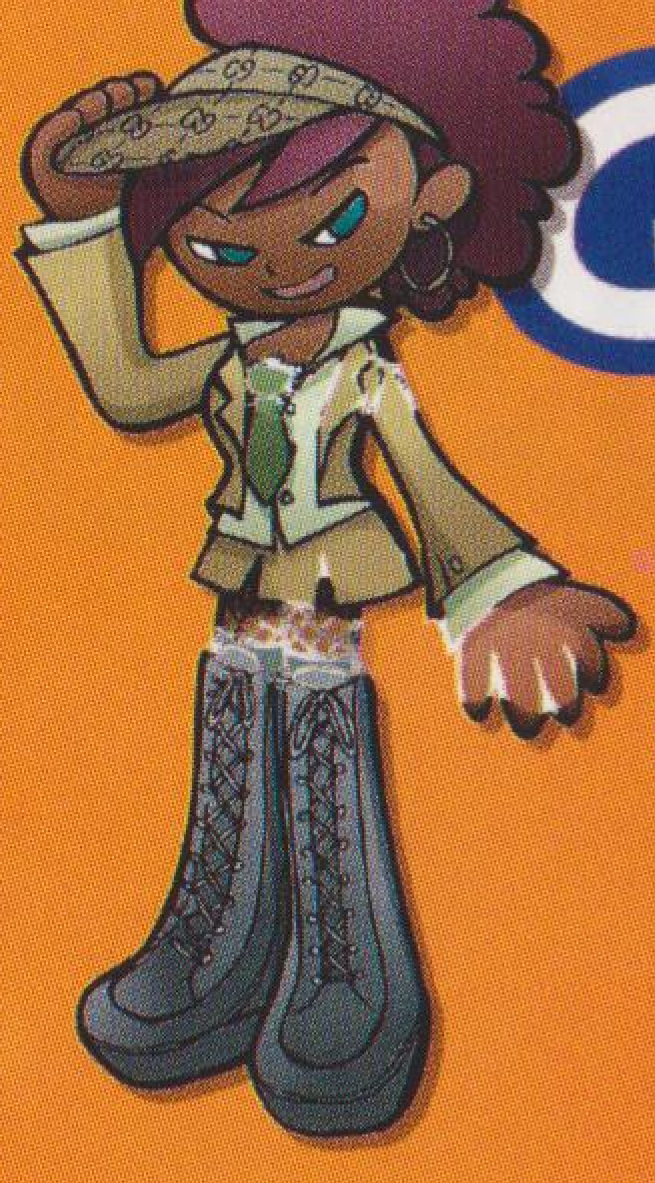
Kieu

Kieu is a dedicated sports fanatic and is always on the move. She adores flowers and wears pink petals in her hair.

Yumi

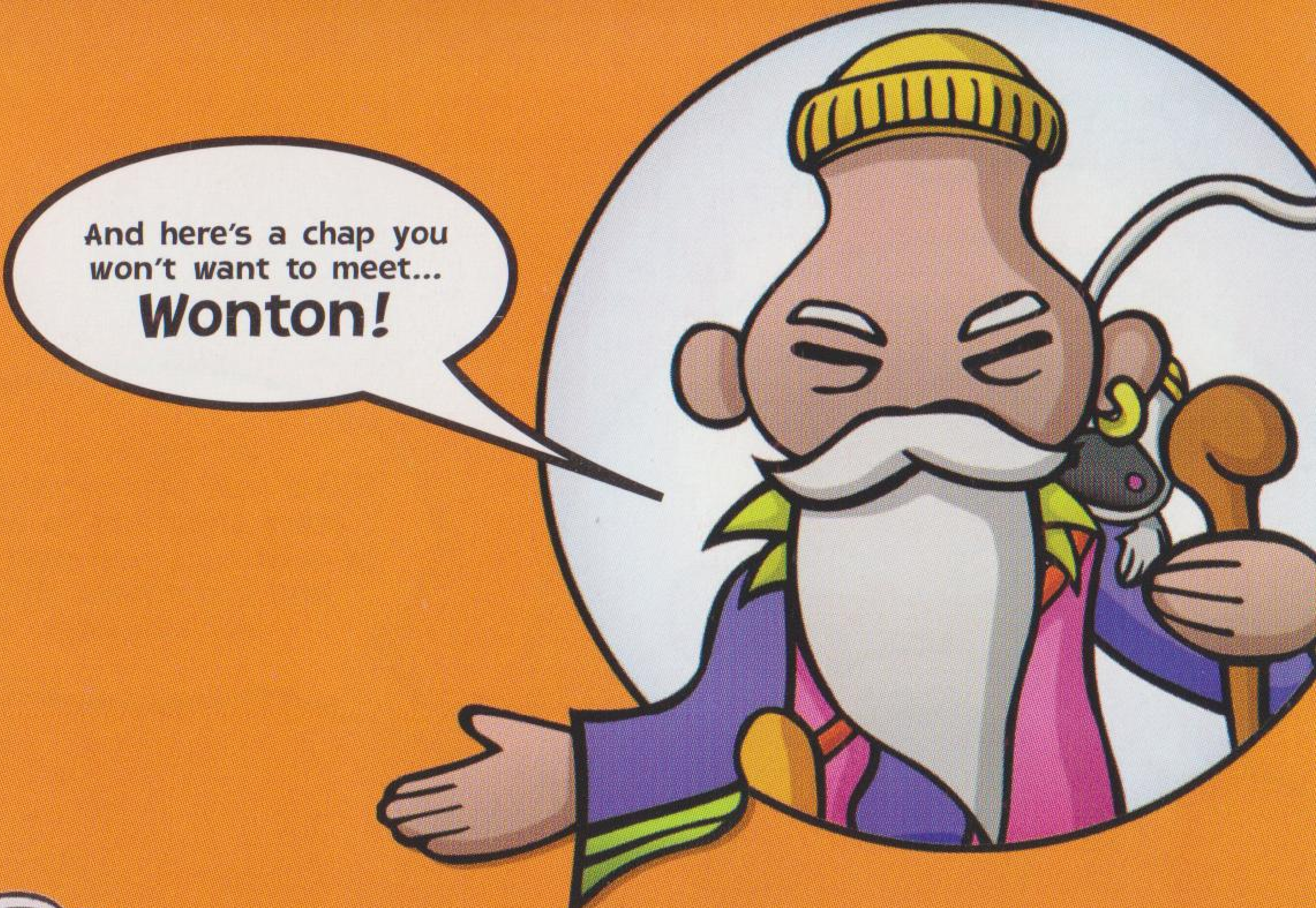


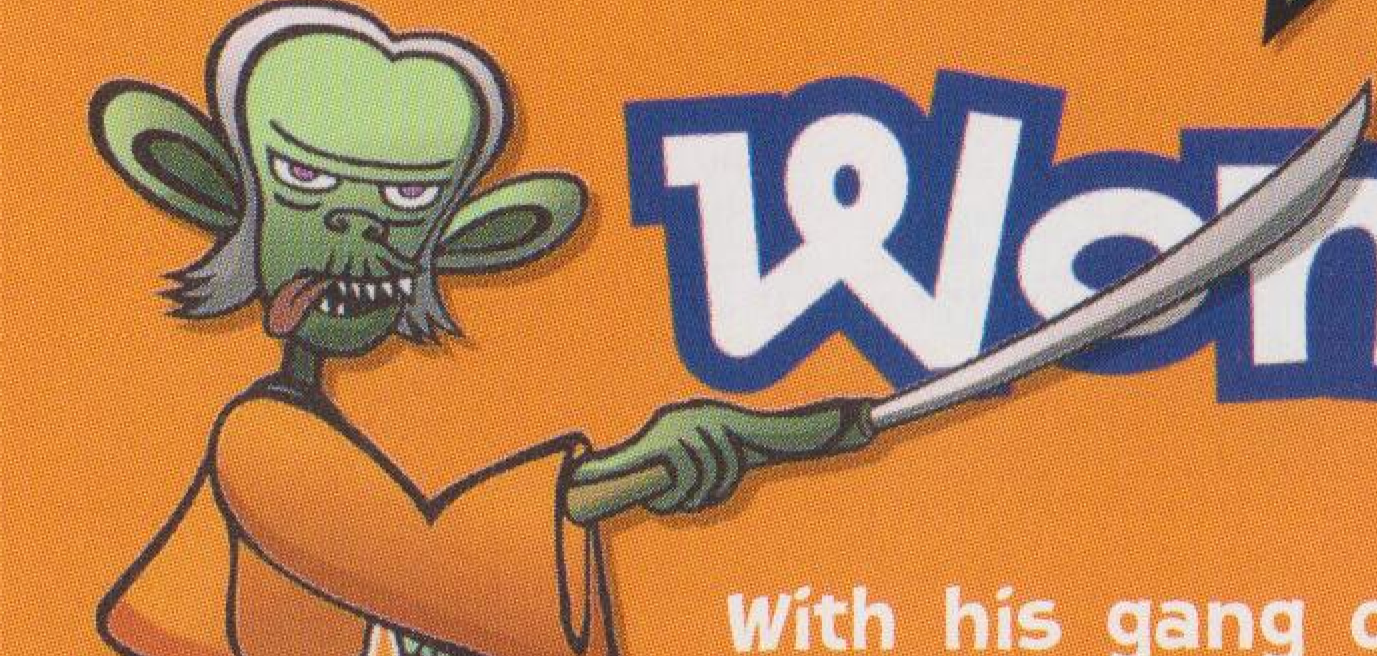
Yumi may not always wear a black belt but get on her wrong side and she'll be happy to show you her martial art skills.



QT

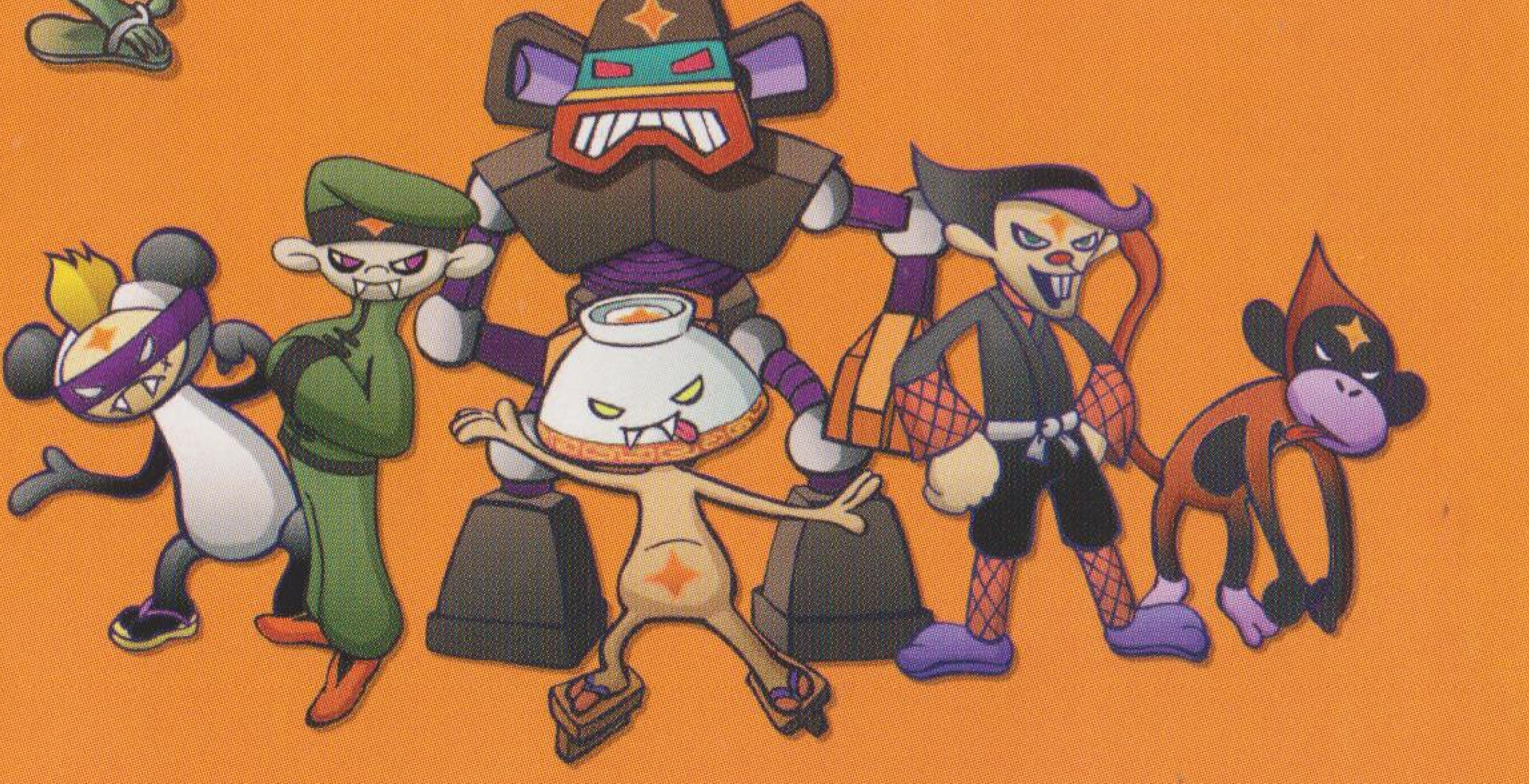
With her big hair and tall boots she's more than happy to be the centre of attention.


And here's a chap you won't want to meet... **Wonton!**



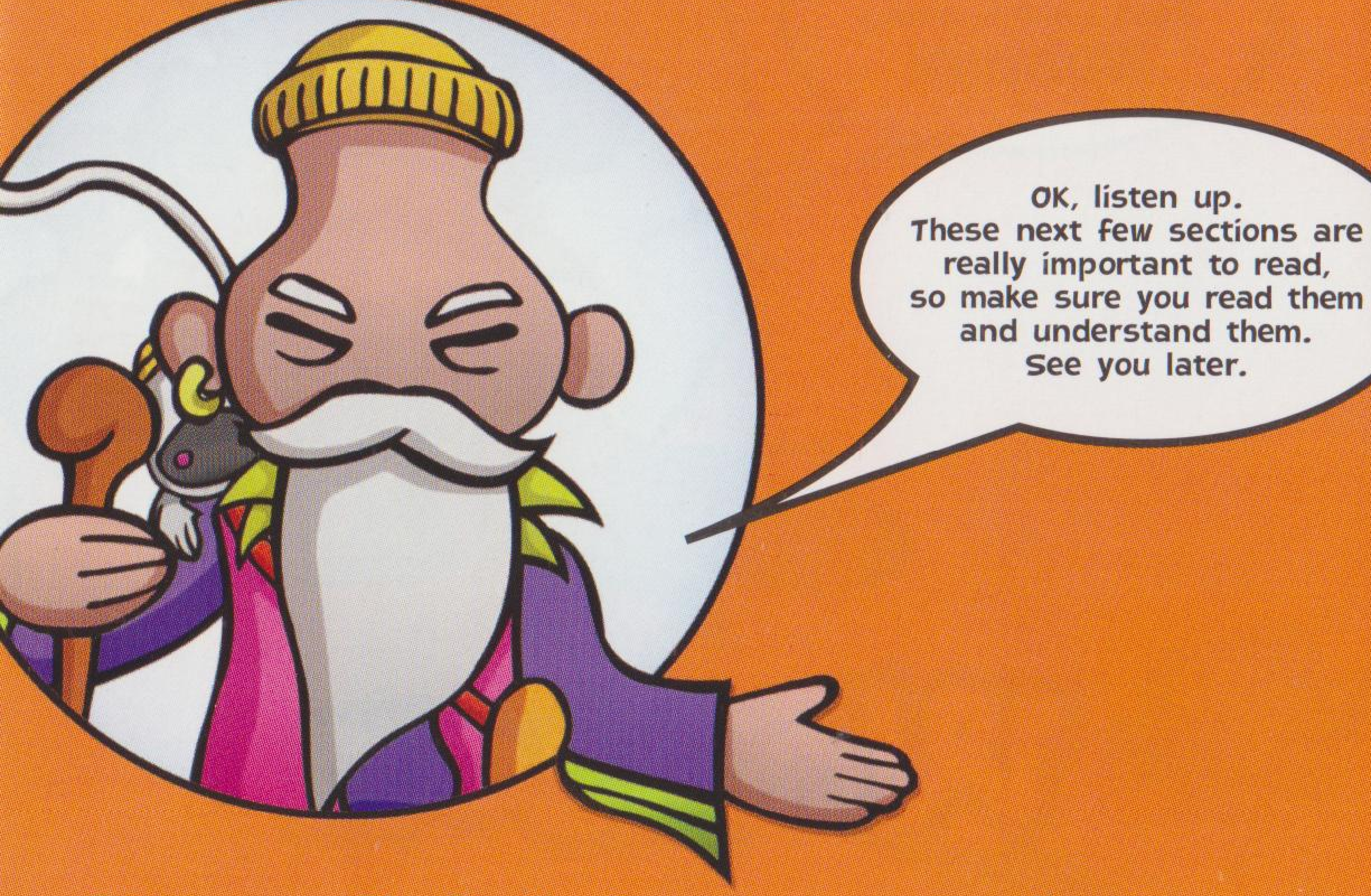
Wonton

With his gang of wicked goons to carry out his dirty work, he won't be happy until he's spoiled everybody's fun.



Wonton's minions are dedicated to spoiling your fun.

Setting Up


OK, listen up. These next few sections are really important to read, so make sure you read them and understand them. See you later.

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers/other accessories as appropriate, BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the ⏻/RESET button. When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open. Place the EYETOY™: PLAY disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Finally, press the ⏻/RESET button again before commencing play.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

Memory Card (8mb) (for PlayStation®2)

PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. Previously saved EYETOY™: PLAY progress data will be automatically loaded from Memory Card upon boot-up. Make sure there is enough free space on your Memory Card before commencing play.

Using The EyeToy™ USB Camera

(for PlayStation®2)

Insert the EyeToy™ USB Camera (for PlayStation®2) into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) should be on.

Place the camera on top of, or immediately below your television and stand back between 1.5 metres and 2.0 metres.

Rotate the manual focus ring to focus the lens. Try to ensure that your body shape is clearly defined on the screen. If your television is positioned on the floor, simply tilt the EyeToy™ USB Camera (for PlayStation®2) for extra elevation. Alternatively, swivel the camera base around to reposition the camera. Players of different heights should tilt the angle of the camera for extra convenience. DO NOT move the whole camera, just tilt it gently.

Cover the camera lens to exit the current game.

By all means find a waving style that suits you, but it is recommended to wave with your fingers apart as this creates more motion feedback.

Make sure that the background behind you is as motionless as possible, as background motion may hinder gameplay.

Make sure you have enough room to play. Consider the space around you, watch out for shelves, doors, walls, pets and above all, other people.

Enjoy playing EYETOY™: PLAY and stay in control!

EyeToy™ USB Camera (for PlayStation®2) Lighting Recommendations

The EyeToy™ USB Camera's ability to detect movement depends upon there being a significant difference in lighting between you and your background. Ideally, you should be lit from the front, as evenly as possible. A single, central light of between 60 and 100 watts between you and your television should be sufficient. Any additional light pointing at you will also be beneficial.

If your on-screen image looks too dark, switch on all available lighting in the room and point them at you. The red LED on the EyeToy™ USB Camera (for PlayStation®2) will flash if the room is too dark.

If your on-screen image looks too bright, draw the curtains and use artificial light instead. Where artificial light is the primary source of illumination, concentrate all available light on you.

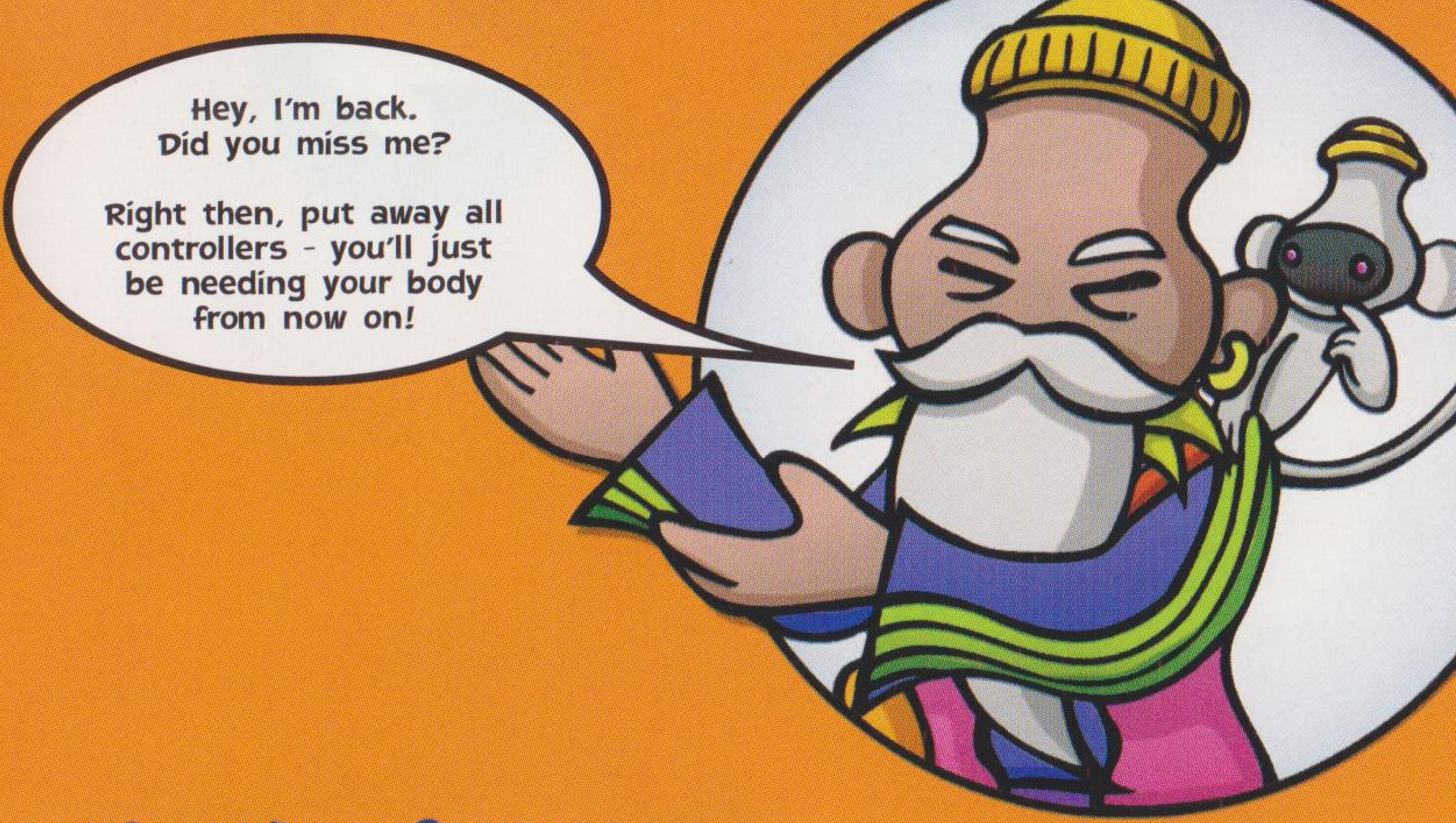
If possible, avoid low-energy bulbs and fluorescent tubes as these tend to flicker, which may be detected as movement by the EyeToy™ USB Camera (for PlayStation®2).

Do not set up the EyeToy™ USB Camera (for PlayStation®2) so that the camera is pointing directly towards a strong light source - for example, a window with direct sunlight streaming through it will affect the camera's initial calibration.

Even with daylight providing the primary light source, the introduction of any extra artificial light directed at you, will always be beneficial.

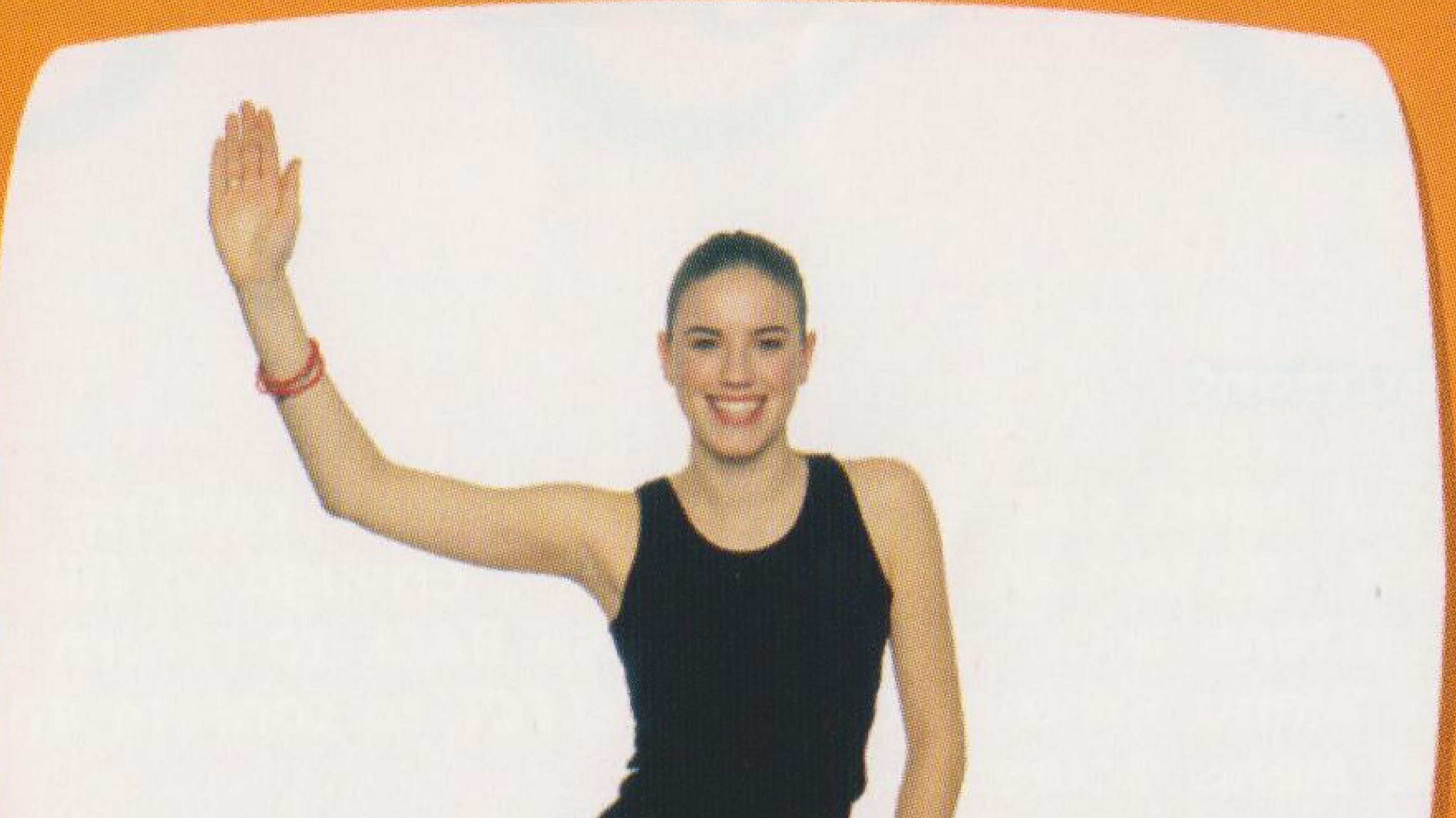
So, now all that is clear, it is time to get started.

Getting Started

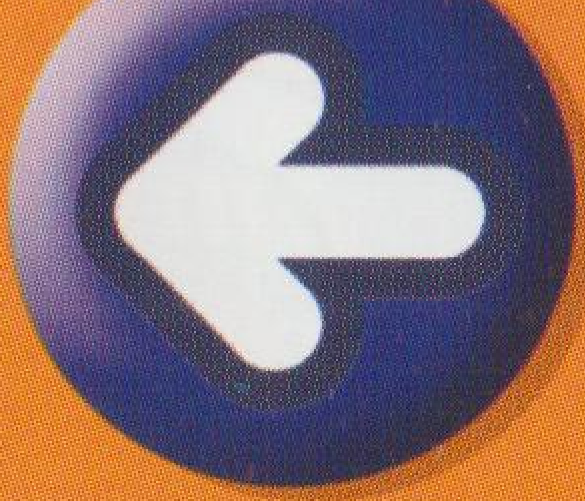

Hey, I'm back.
Did you miss me?

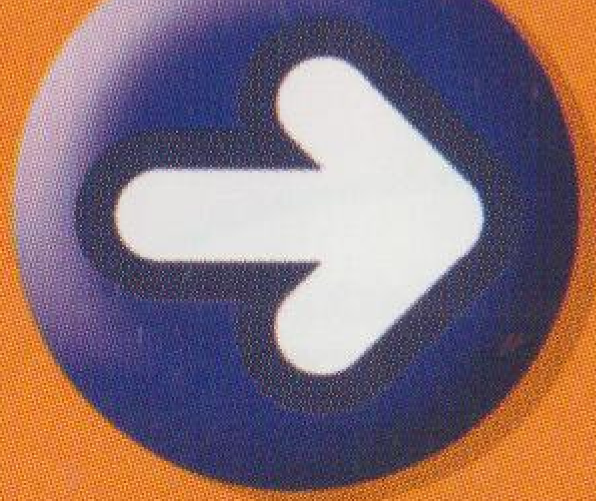
Right then, put away all controllers - you'll just be needing your body from now on!

Using Menu Screens



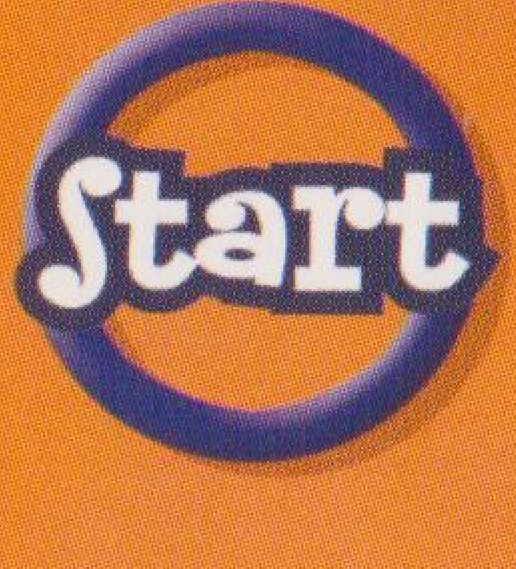
Copy the girl in the photograph by waving your hand in the air to make your selections.

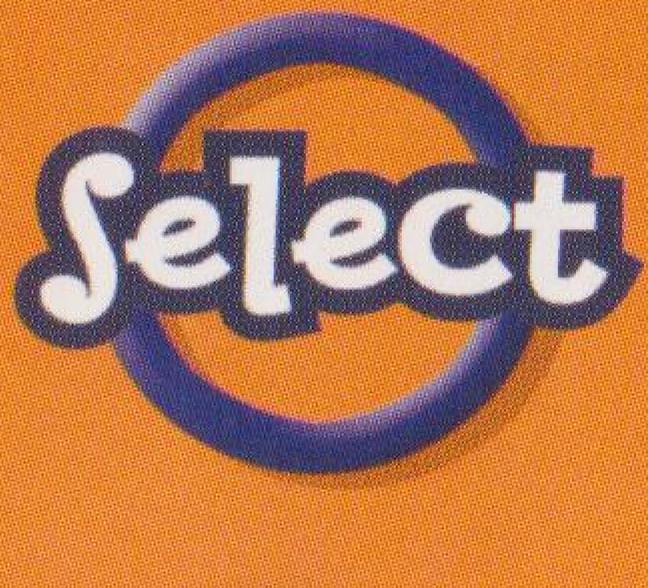


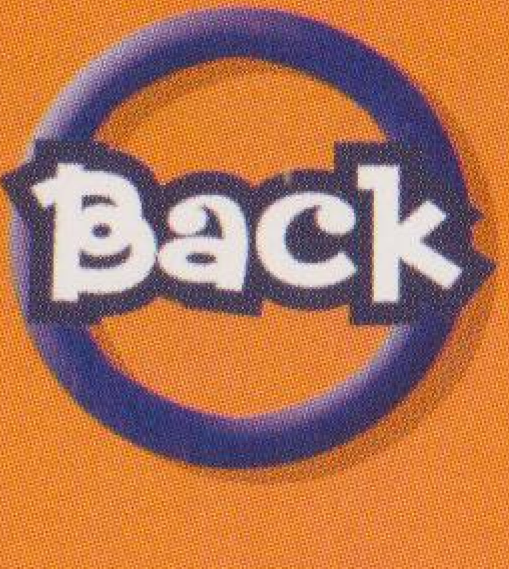


Arrow Buttons

Wave your hand over the Arrow Buttons to rotate the menu screen options. The Arrow Buttons are enclosed in a purple circle, which will sparkle and turn orange when your hand moves over them. Keep waving your hand over the Arrow Buttons until your chosen option is displayed in the centre of the screen.





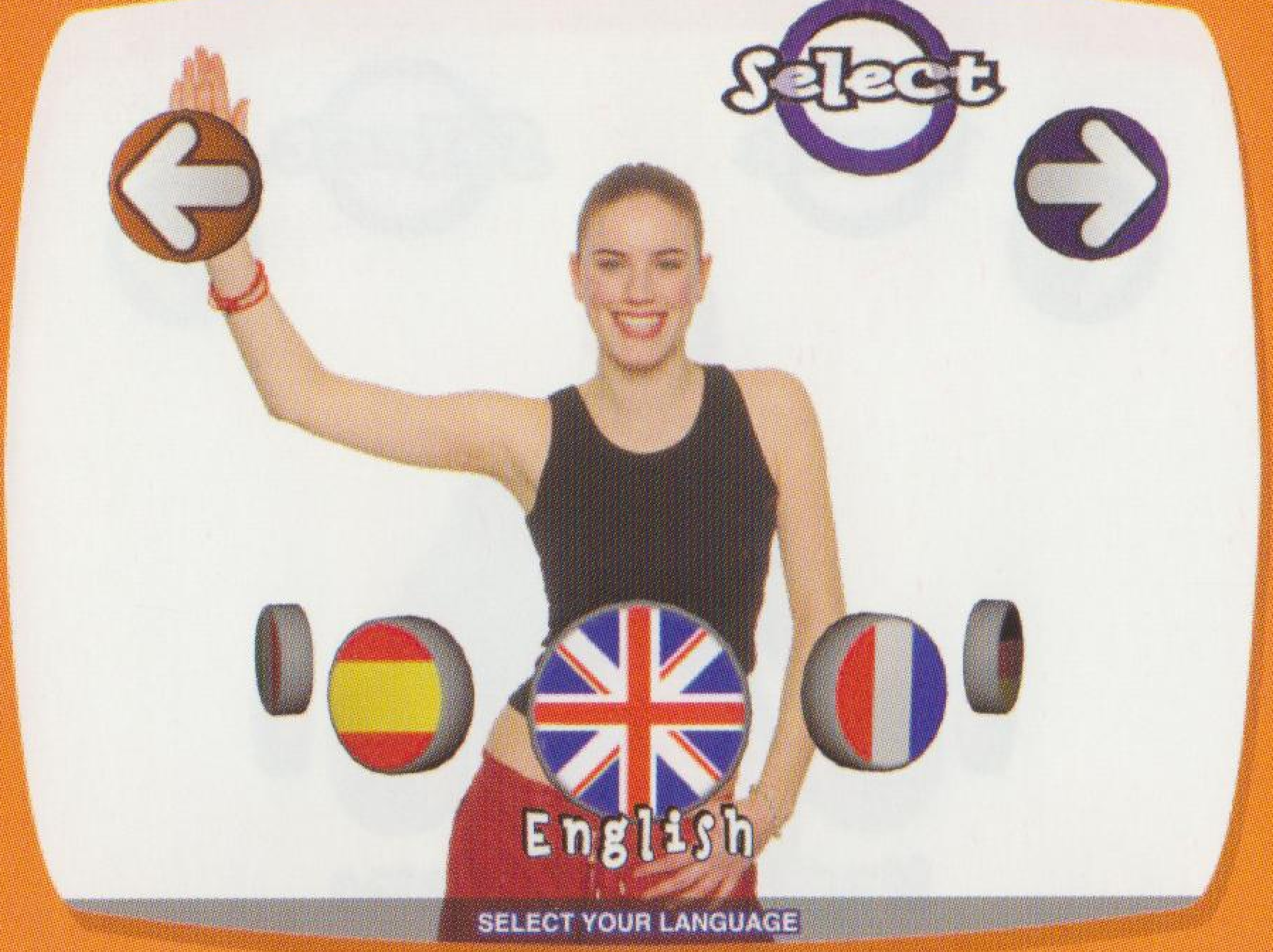


Menu Buttons

Wave your hand over the Menu Buttons to confirm your selections. Make sure you wave long enough to fill up the entire buttons with orange! Choose BACK to return to the previous Menu Screen. Choose SELECT to confirm and access the next Menu Screen.

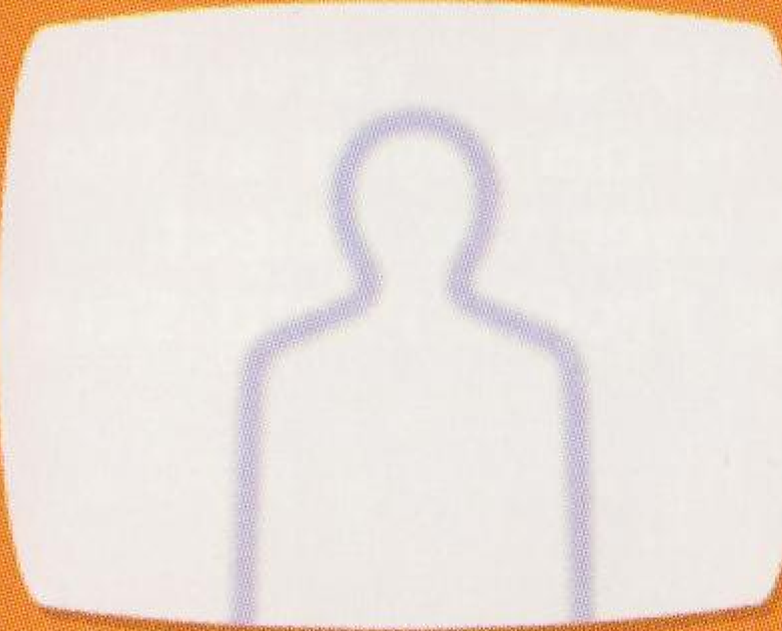
NOTE: for those of you who were born with an Analog Controller (DUALSHOCK®2) in your hand, please rest easy in the knowledge that the Menu Screens can also be navigated by pressing the ⇦ or ⇨ directional buttons to highlight an option, and then pressing the ⊗ button to confirm. Press the ⊡ button to access the in-game help tutorials. Press the ▶ START button and the ▬ SELECT button at the same time to exit the game and return to the Title Screen. To return to the previous Menu Screen, press the ⊙ button. Trust me though - you'll have more fun using your body!

Language Select Screen

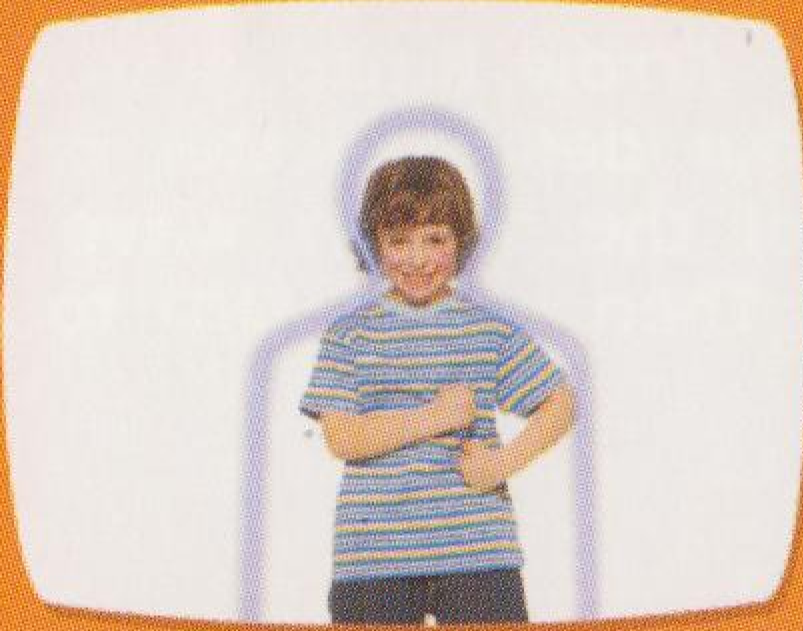


Simply move your hand over either Arrow Button in the top corners of the screen. The circle around the arrow will spring into life in a blaze of orange sparks and in turn, the national flags at the foot of the screen will start to rotate. When your language is displayed, wave your hand over the Select Button until it fills up with orange. The Outline Screen will then be displayed.

Outline Screen



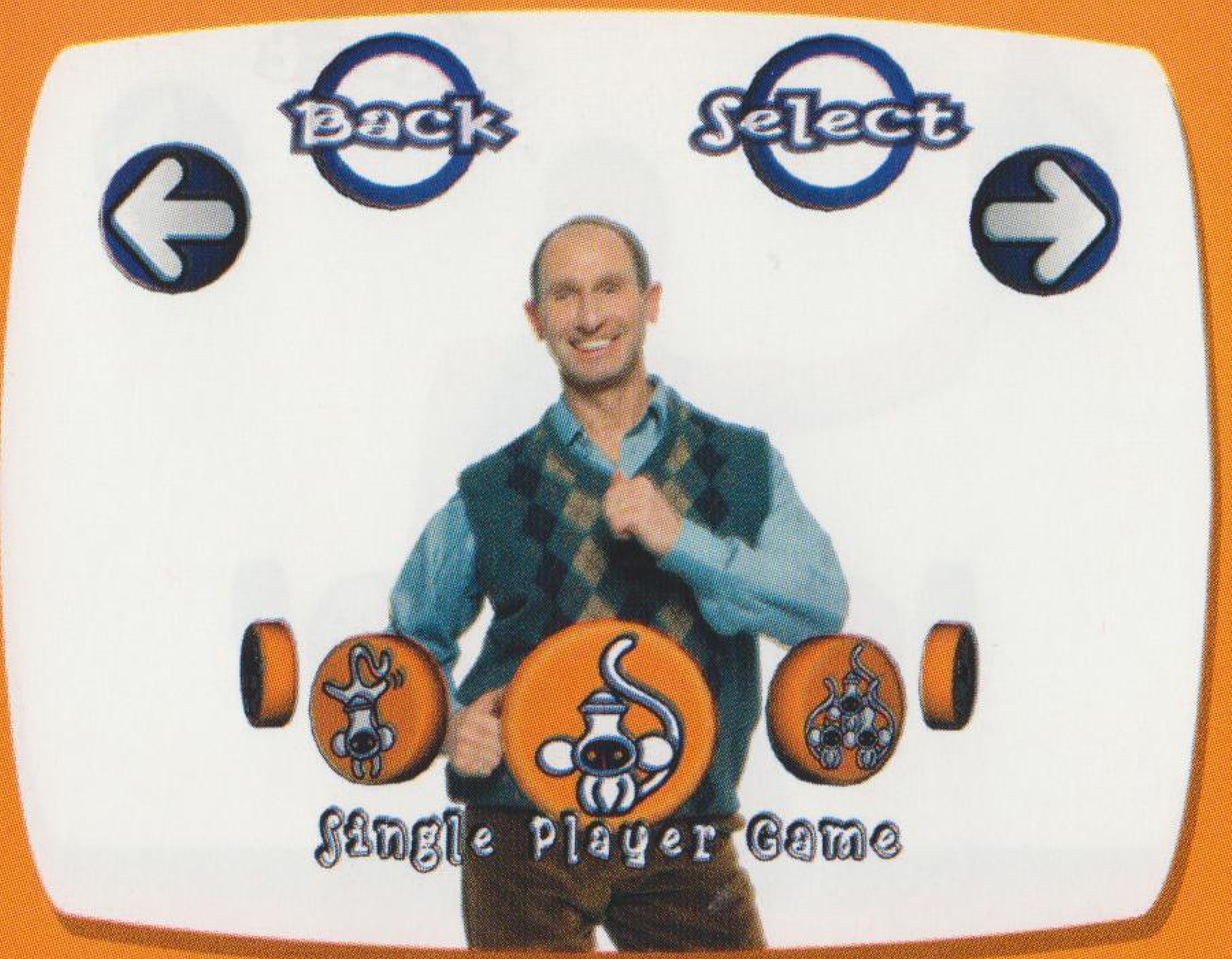
The Outline Screen



Stand inside the outline

Stand inside the outline, so that your head and upper body fill the transparent outline. Wave your hand over the Start Button in the top right-hand corner of the screen to access the Main Menu.

Main Menu



Single Player

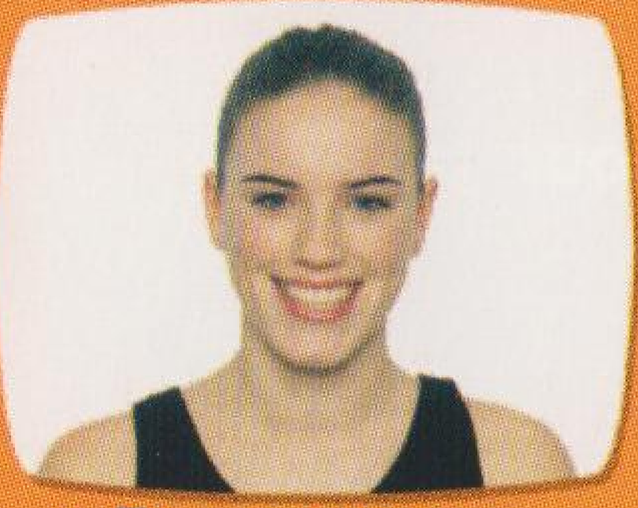
Complete all of the twelve games to be crowned the EYETOY™: PLAY champion!

Create New Profile

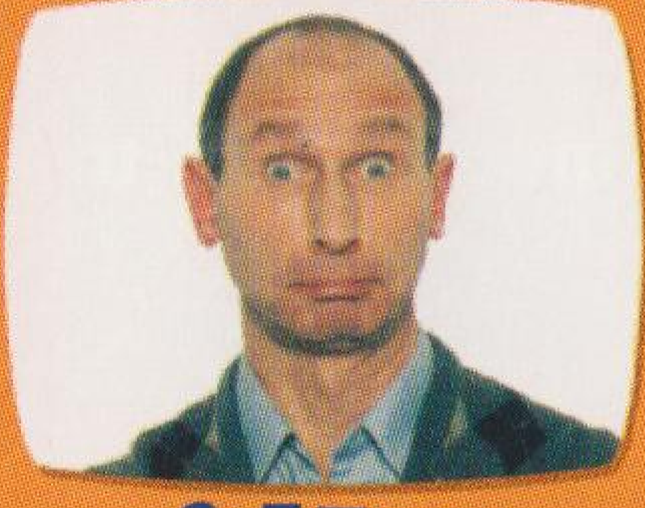
Before commencing play, you will need to create a new profile. A Memory Card must be inserted into MEMORY CARD slot 1 in order to create a new profile. Wave your hand over the Arrow Buttons to rotate the alphabet carousel. When your desired letter or character is displayed in the centre of the screen, wave your hand over the Select Button. Then select END to access the Profile Photo Screen.

Profile Photo Screen

Put your face in the centre of the viewfinder mask and wave your hand over the *"TAKE PHOTO"* Button. You will have three seconds each to take three photographs of yourself - a happy face, a sad face and a silly face. We are sure you won't have any problems pulling a silly face, so go for it!



Happy Face



Sad Face

Silly Face

When all three photos have been taken, if you are happy with your photos wave your hand over the *"YES"* button to save your photogenic profiles to Memory Card. If not, select the *"NO"* button to take the photos again.

Difficulty Level

After all that posing and face pulling you may want to go easy in the main event, and here's your chance to select the difficulty level of the games. Choose either EASY, MEDIUM or HARD and then wave your hand over the Select Button. Use the Arrow Buttons to rotate the game carousel. When the game that you want to play is displayed in the centre of the screen, simply wave your hand over the Select Button. See the *"Playing The Game"* section of this manual for more information.

Multi Player

Go head to head against up to three other players for the ultimate multi player challenge!

Video Messages

If you have ever wanted to record and send a message to your mates via PlayStation®2, then this option is for you. Simply follow the on-screen instructions to record and save a message to Memory Card, then play it back and laugh till you drop. Exchange your Memory Card with friends and other EYETOY™: PLAY gamers to view their video messages. Who knows what they have recorded for you?

Edit Profile

Follow the on-screen instructions to edit your profile.

Save Progress

Follow the on-screen instructions to save your progress file.

Load Progress

Follow the on-screen instructions to load your progress file.

Play Room

Discover a multitude of magical effects in the EyeToy™ Play Room.

NOTE: cover the camera lens of the EyeToy™ USB Camera (for PlayStation®2) to exit each Play Room sub-game and return to the Play Room Menu.

Options

Audio

Wave your hand over the "+" and "-" buttons to adjust the volume level of the music and sound effects.
Then wave your hand over "CONFIRM" to keep the new settings or alternatively choose "CANCEL" to return to the default settings.

Camera

SCREEN POS
Wave your hand over one of the four directional Arrow Buttons to re-position the screen to your satisfaction. Wave your hand over "CONFIRM" to keep the new screen position, or choose "CANCEL" to return to the Camera Menu without accepting any changes.

FOCUS

Adjust the manual focus ring on the front of the EyeToy™ USB Camera (for PlayStation®2). Stand in the outline to test the focus and ensure your image on the screen is clear. Finally, choose, "EXIT" to return to the Camera Menu.

SENSITIVITY

If the motion buttons seem hard to activate it may be a good idea to increase the sensitivity. Adjust the camera sensitivity using the motion buttons on the right-hand side of the screen. Any motion will show up as blue. Stand still and check there is not any unwanted movement in the background. If you change the setting, you have ten seconds to wave your hand over "CONFIRM" before the sensitivity automatically returns to its default setting.

CREDITS

Check out the names of the people responsible for EYETOY™: PLAY.

Playing The Game

Each of the games has its own tutorial screen to help you. Pay attention to the Oracle (that's me!) who will guide you through each game's features and set you tasks to complete. You can leave any of the games at any time simply by covering the camera lens of the EyeToy™ USB Camera (for PlayStation®2). You will then be returned to the Title Screen or if you are in a Play Room, you will be returned to the Play Room Selection Screen.

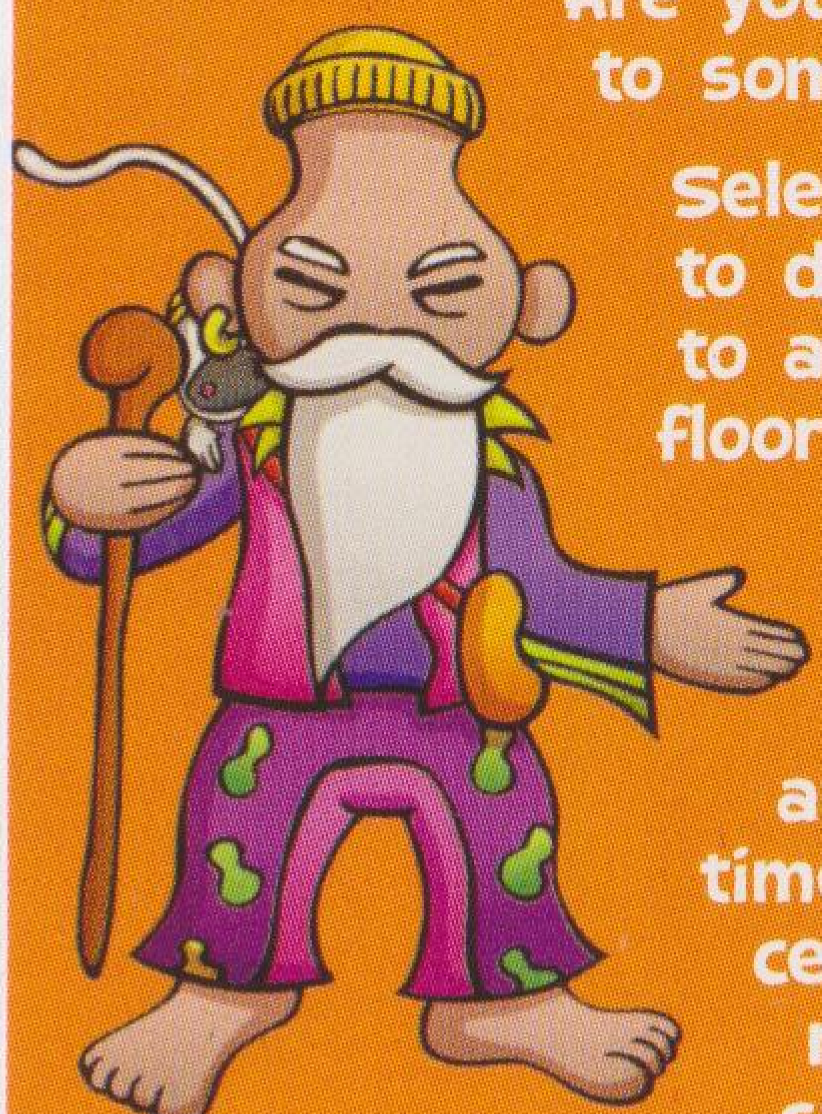
Get up and
Play!

The Games

EYETOY™: PLAY comprises twelve wacky party games:

Beat Freak	hit the speakers in time with the music to build up your score
Kung Foo	fight off wave upon wave of nifty ninja nasties!
Wishi Washi	how many windows can you clean in two minutes?
Keep Ups	use your body to bounce the ball around the screen
Boxing Chump	enter the boxing ring and come out a champion!
UFO Juggler	get those Unidentified Flying Objects into orbit
Slap Stream	use your reflexes to save QT and Yumi from the Ratmen
Plate Spinner	keep the plates spinning at top speed for top points
Boogie Down	learn some moves and strut your stuff on the dance floor
Ghost Catcher	stop those ghouls from escaping the graveyard
Mirror Time	the screen is reversed and rotated to keep you on your toes
Rocket Rumble	use your skill to unleash a dazzling display of fireworks

BEAT FREAK

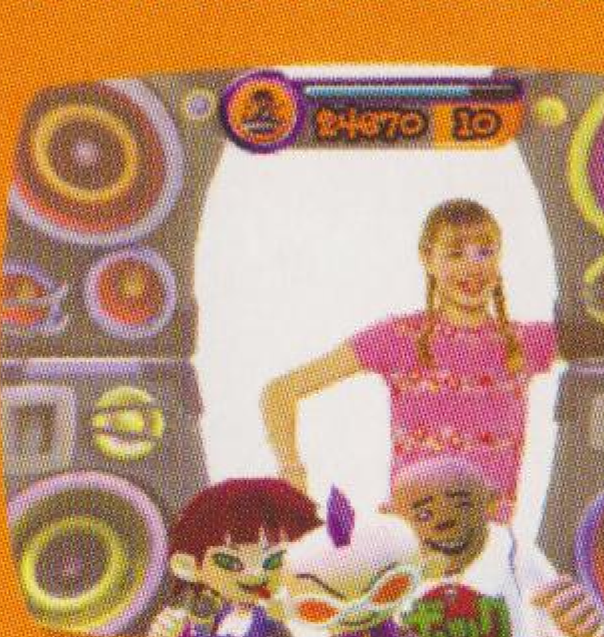


Are you ready to get down to some funky beats?

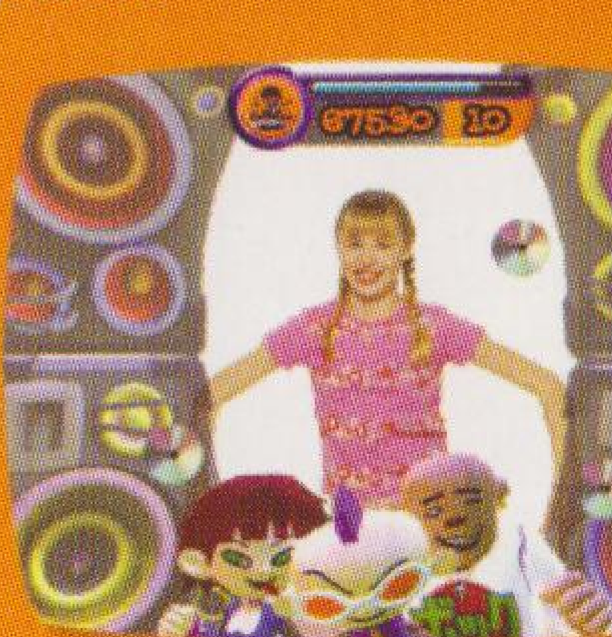
Select a tuneful melody to dance your cares away to and get on the dance floor with the PLAY crew.

The four stereo speakers in the corners of the screen are motion sensitive. Each time a CD flies out from the centre of the screen it'll reach the centre of a speaker in time with the beat. Your objective is to activate the speaker's motion button at the exact time the CD reaches the centre of the speaker. Each CD caught in the speaker will increase your score, but if you miss any then a red cross will be displayed in the speaker and your Style Bar will be reduced.

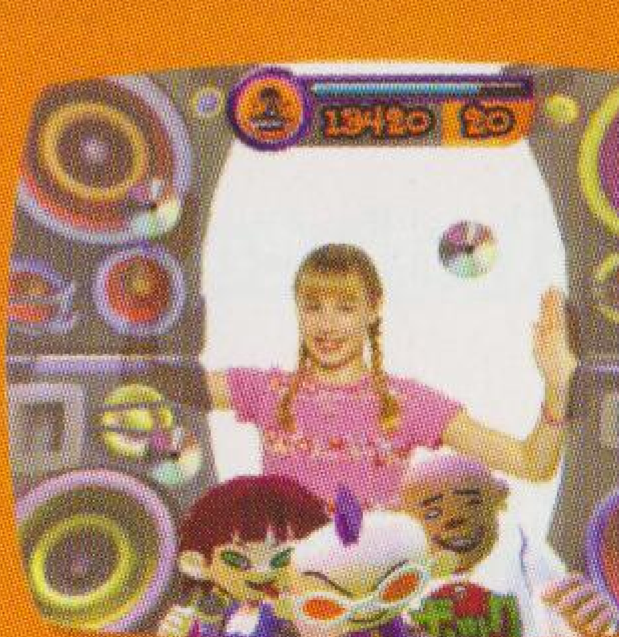
You'll see the speaker pulsate if you get it spot on, and if you get a lot of pulses in a row, you'll start to rack up a massive score. Respect!



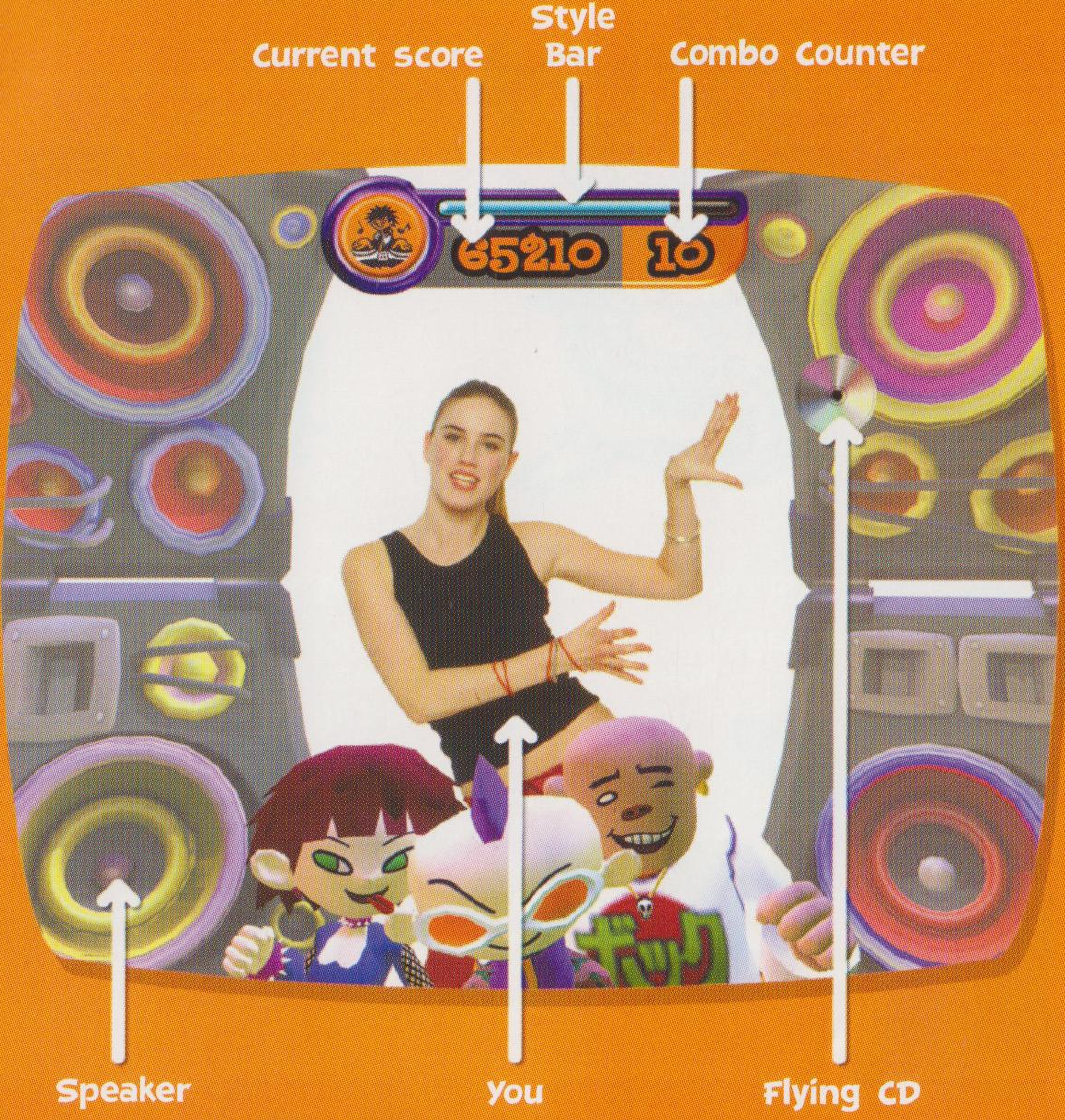
Hit the speaker as each CD passes through its centre



Stretch out your arms to hit the speakers in the corners of the screen - up, down, left and right



It may prove easier to use the flat of your hand



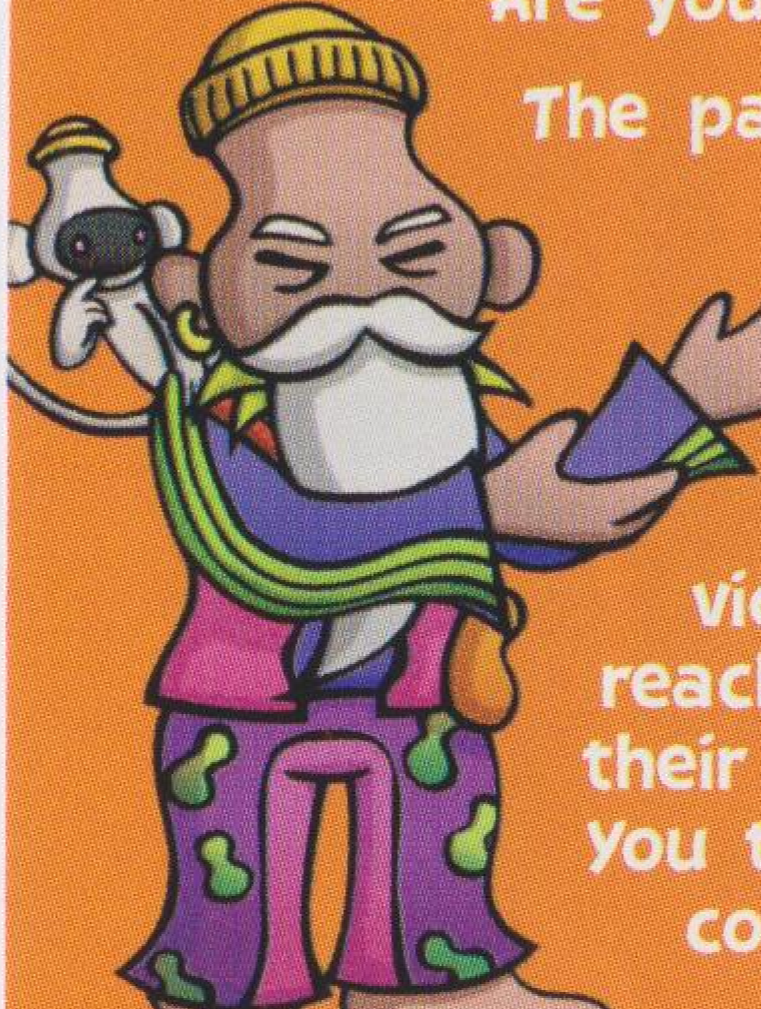
Tips from the Oracle

I hope you've got your dancing shoes on, because the PLAY crew will be checking out your dancing prowess.

You'll have to hit the speakers in time with the music if you want to increase your score, but make sure you don't miss any! Your skill rating depends on catching as many CDs as you can.

Each time you touch one of the motion buttons while a CD is passing through it, the speaker will pulse and bounce, and this should help if your timing's out of sync. If your timing's spot on I'll give you some extra points, but if you miss a beat then a nasty red cross will be displayed to the ultimate shame of disco divas like your good self.

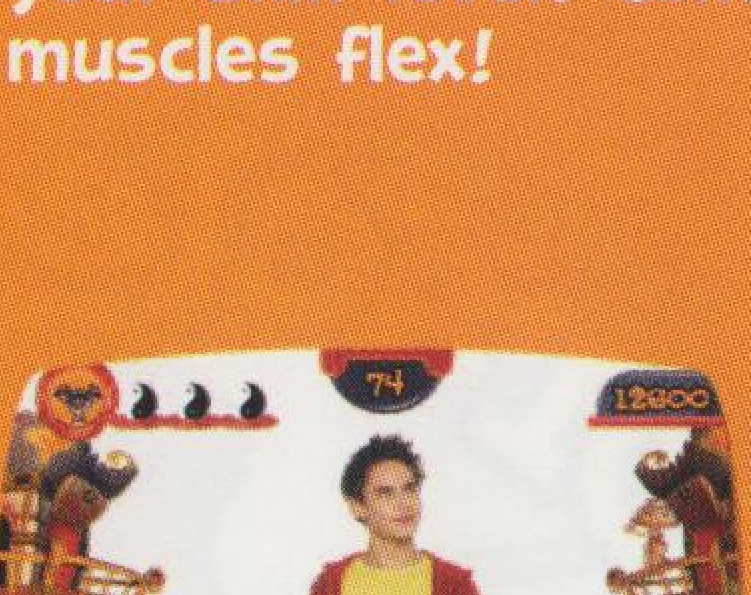
KUNG FOO



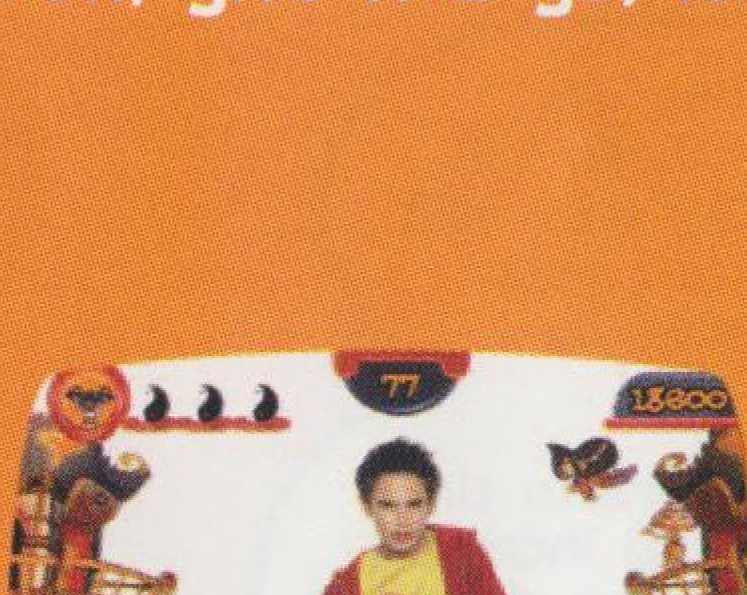
Are you ready for a spot of Kung Foo fighting?

The pagodas on the left and right of the screen hold loads of Wonton's henchmen, each one of them skilled in the evil art of "Won Foo" - Wonton's secret fighting technique. Use all of your agility, guts and guile to repel wave upon wave of vicious ninja assaults. Prevent them from reaching the centre of the screen, as one of their attacks will reduce your lives by one. You think you're so good now, but they'll be coming at you from all angles, so watch out!

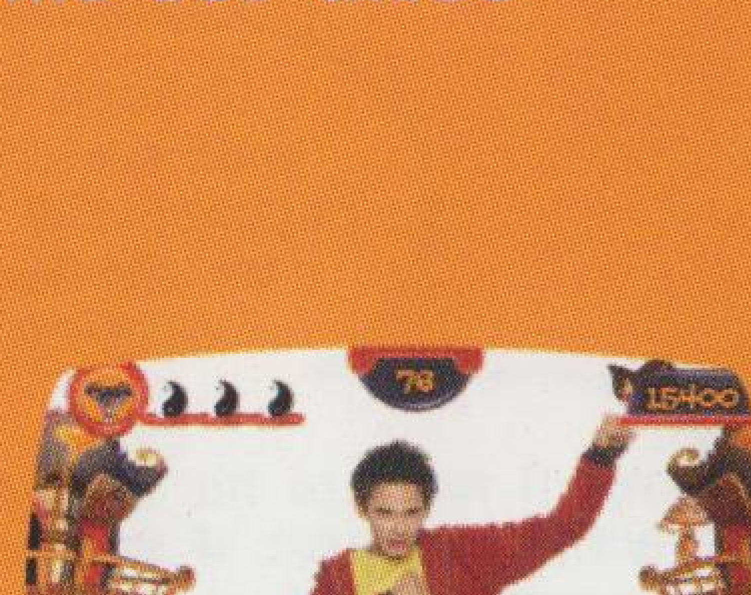
Break as many of the wooden boards as possible in the bonus round to build up your skill level. Come on, give it a go, let me see those muscles flex!



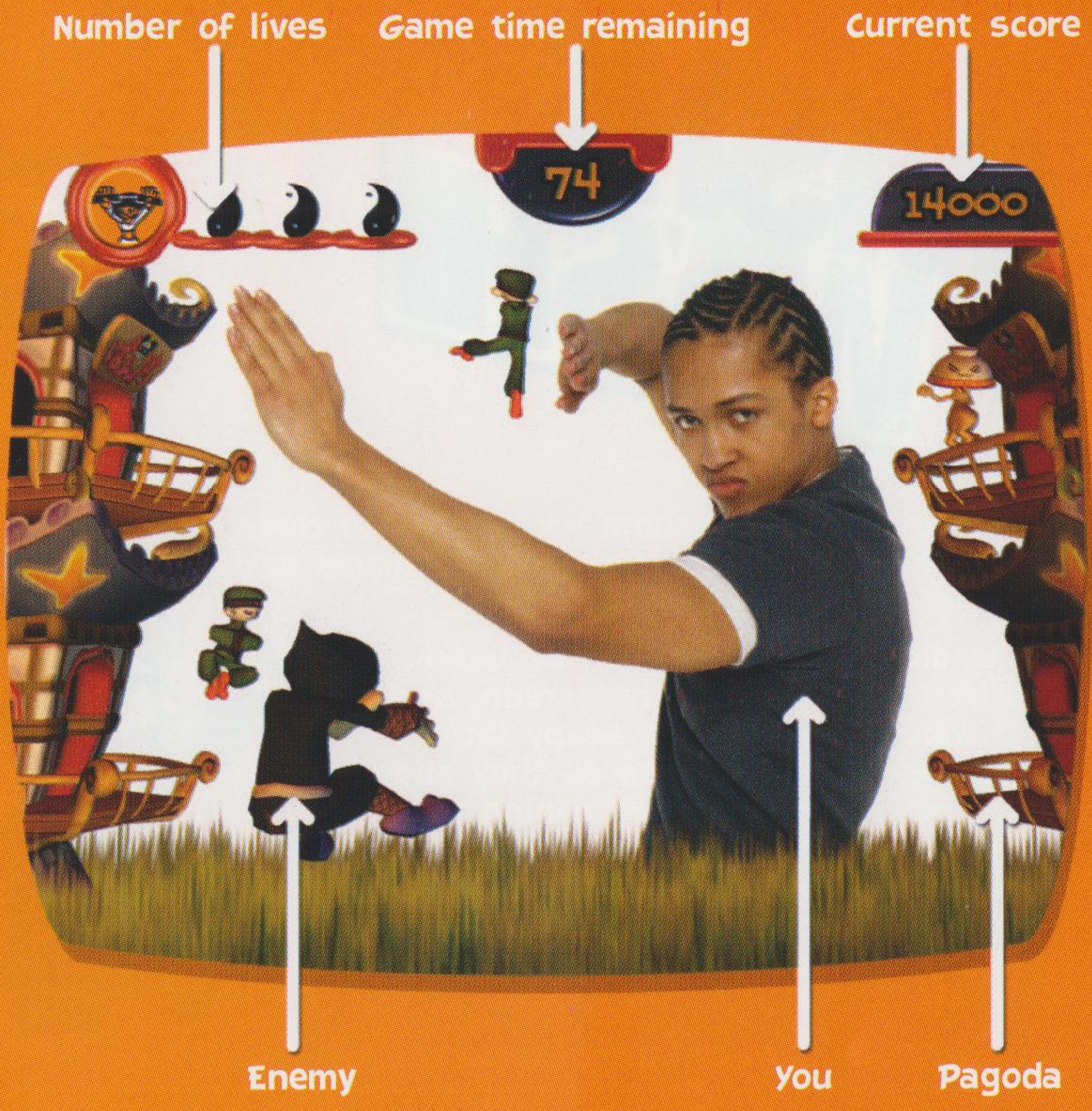
Hmmm, nice pagodas.
I love the Orient



Punch down and to the sides to eliminate low attacks



To repel aerial assaults, simply punch upwards


Number of lives
Game time remaining
Current score
74
14000
Enemy
You
Pagoda

Tips from the Oracle

Don't just stand there!
You'll have to have quick reactions
and plenty of stamina to take on
the might of Wonton's minions.

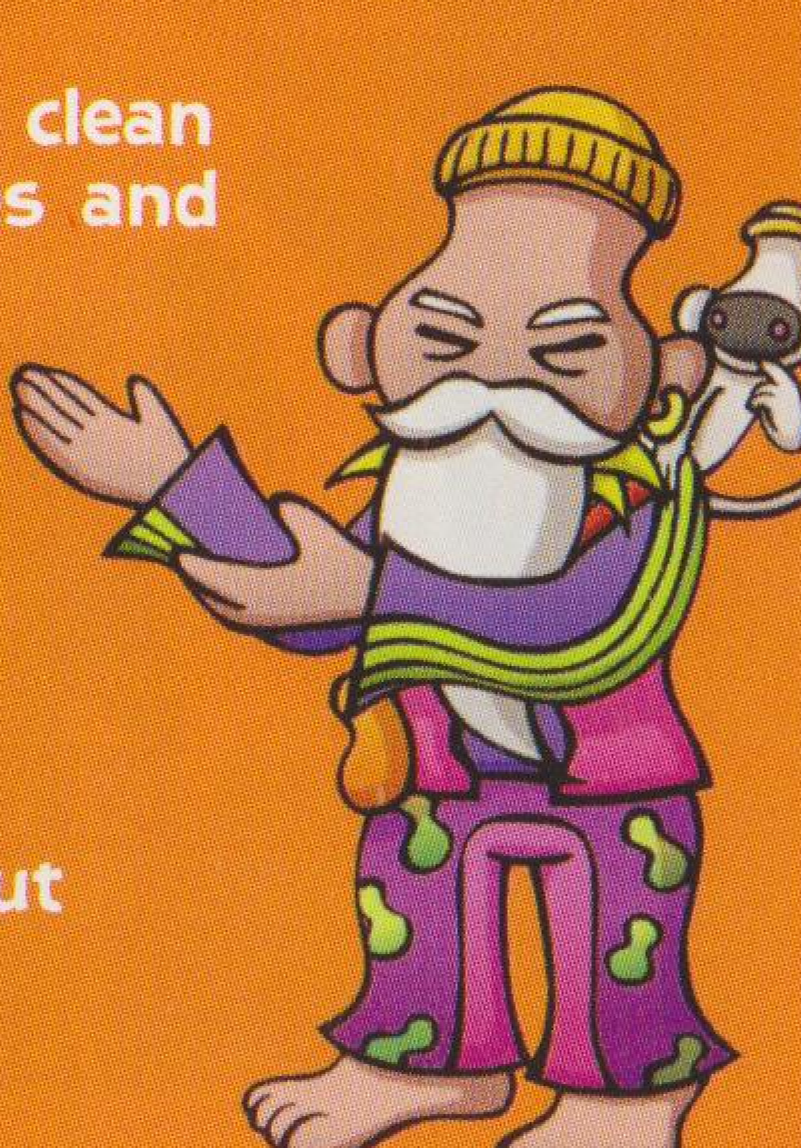
Turn your body into a weapon and
use every means at your disposal
to take out all of the attackers!!!

If you see Wonton, give him
a slap and steal some of
his magical power.

Special good luck from the Orient!

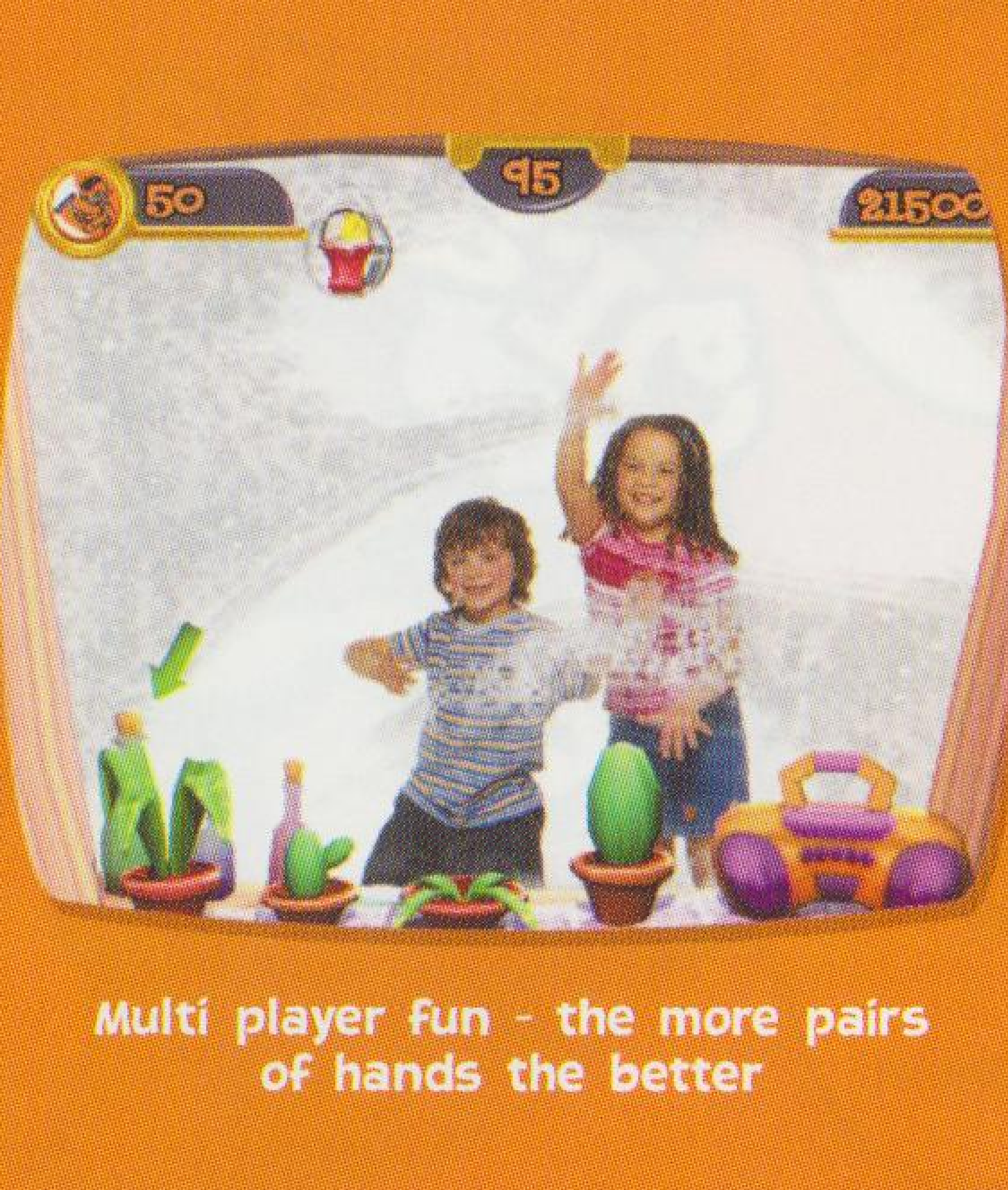
WISHI WASHI

Well hello there, I presume you're here to clean some windows? Put on your rubber gloves and I'll show you the best way to do it.

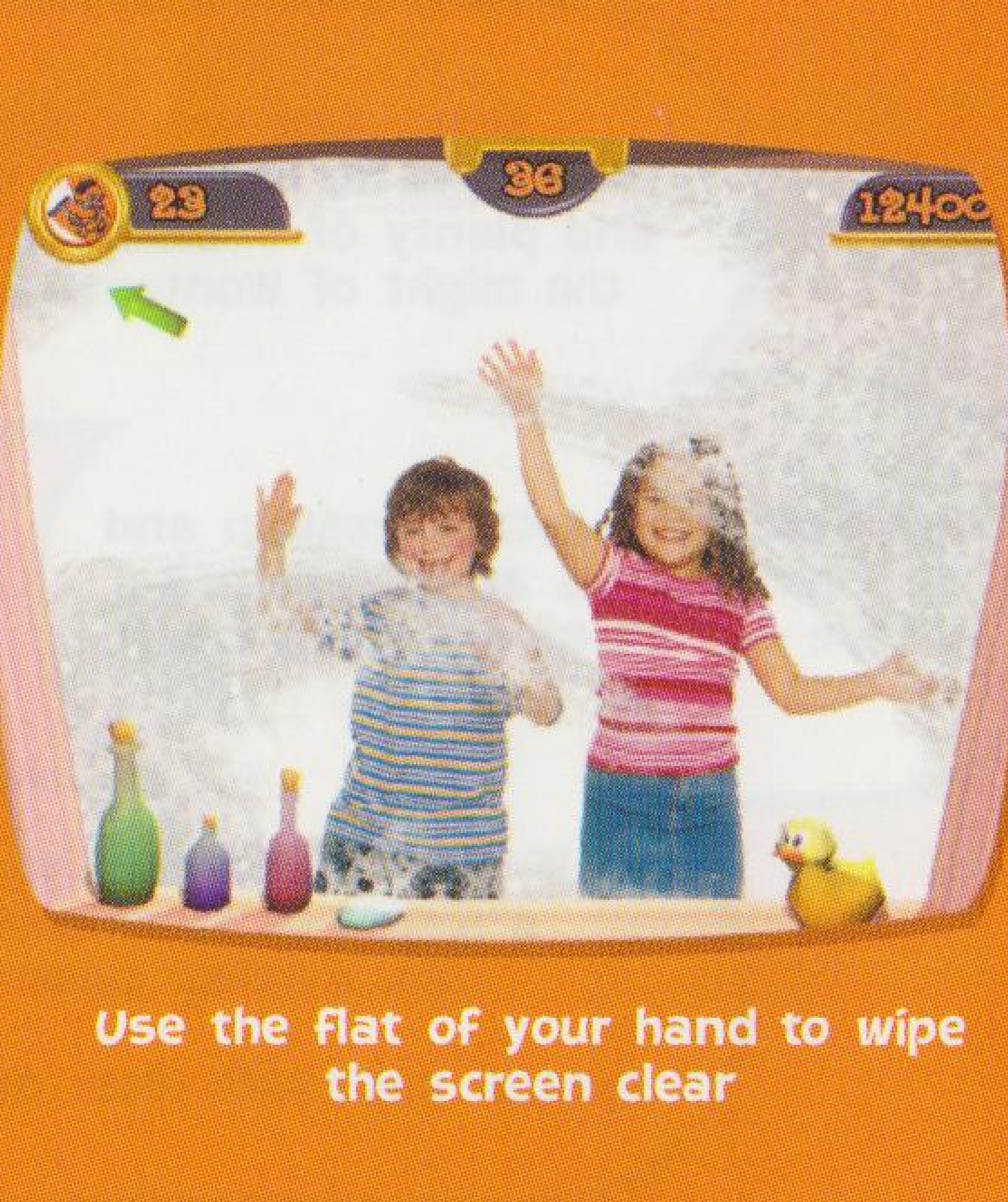


The whole of your body can be used to wipe the suds from the screen, and each wipe removes more soapy lather. Collect the water droplets as they slide down the window pane by wiping them a number of times. Buff up those dirty windows as fast as you can but watch out for the bird poo, you'll have to use a bit of elbow grease to get through those stubborn stains!

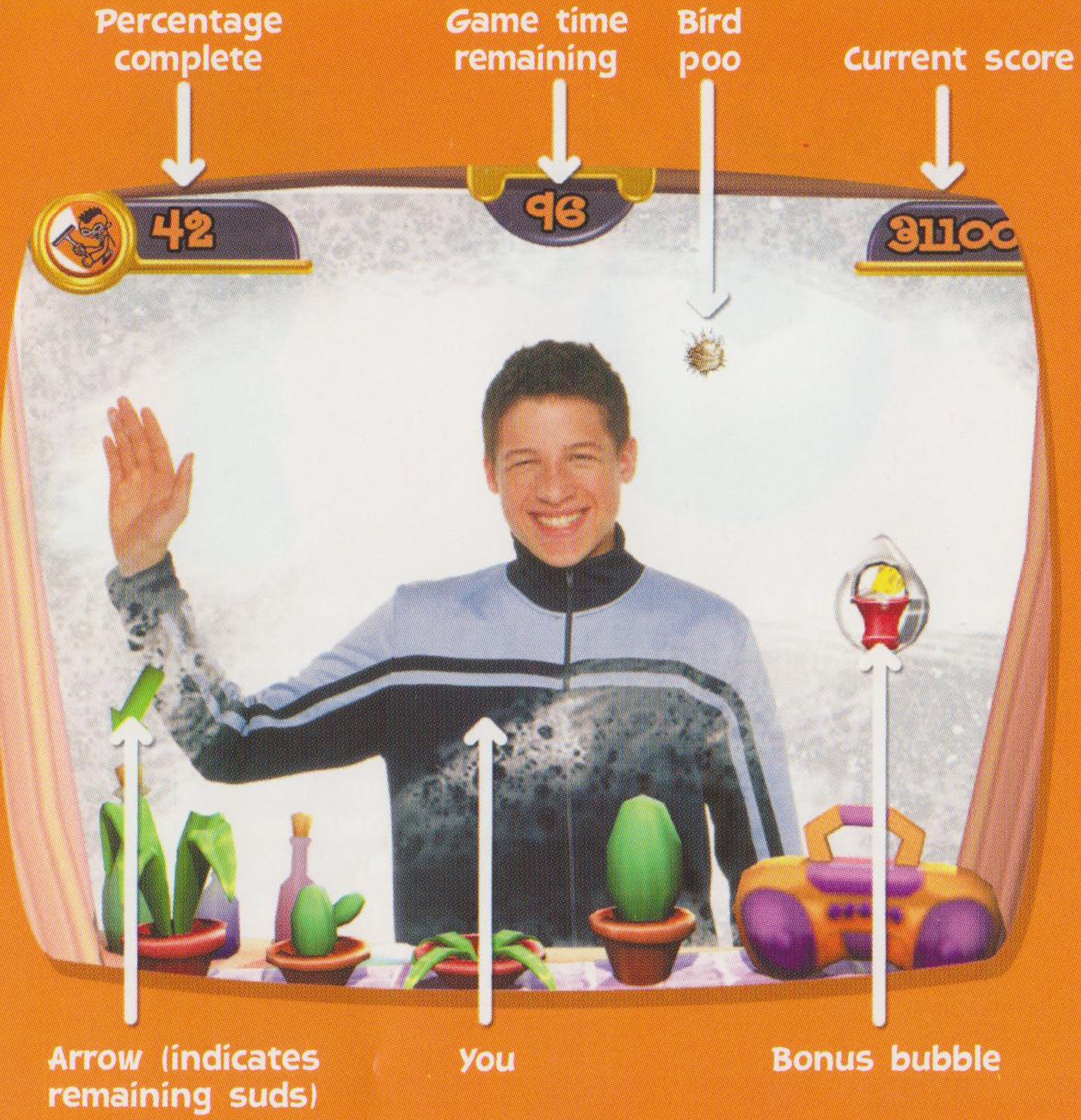
So pop down to your kitchen, grab a sponge and get window washing. Who knew that household chores could be this much fun?

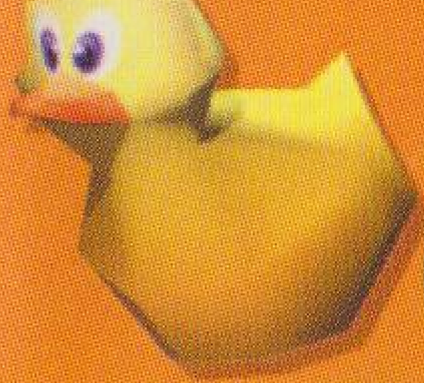


Multi player fun - the more pairs of hands the better



Use the flat of your hand to wipe the screen clear


Percentage complete
Game time remaining
Bird poo
Current score
42
96
31100
Arrow (indicates remaining suds)
You
Bonus bubble



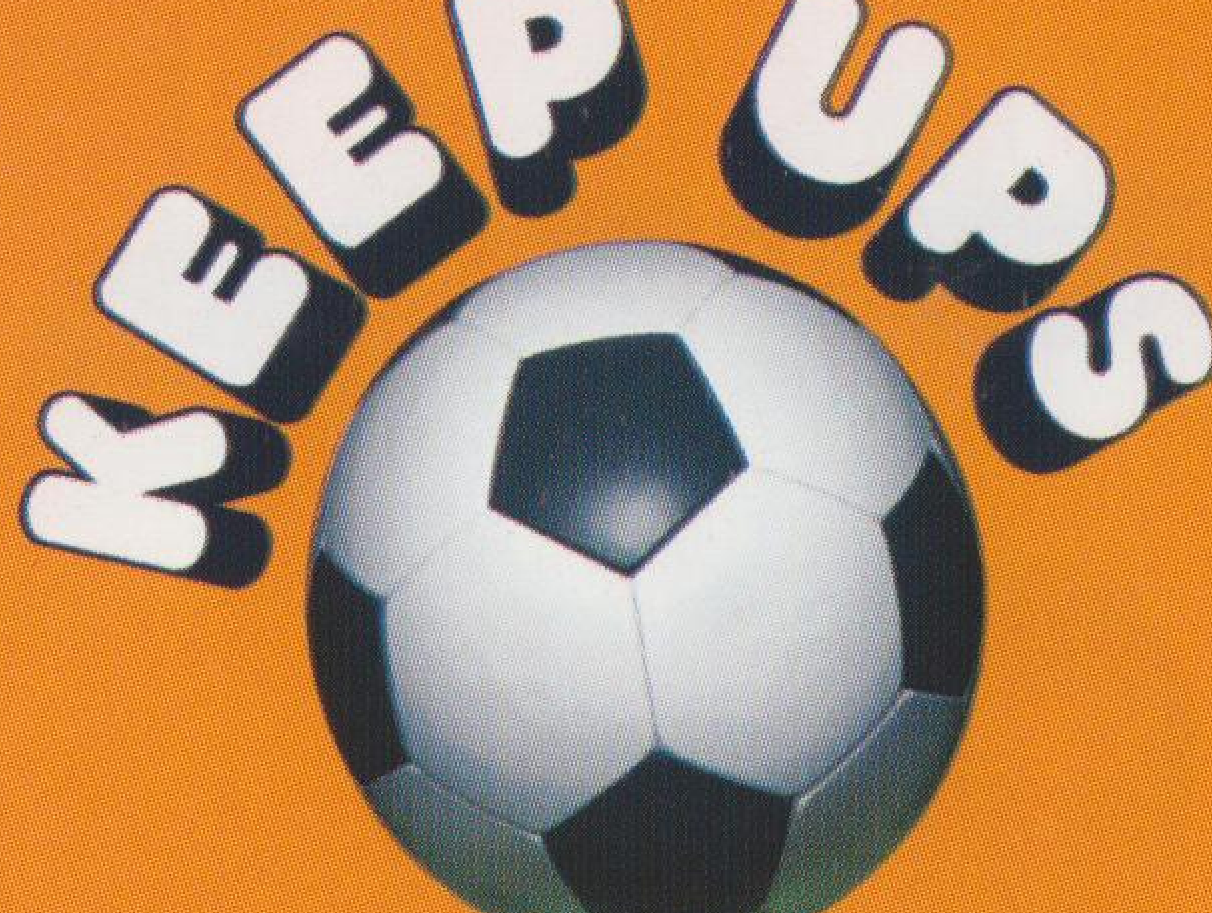
My advice is pretty simple for this one - move around the whole screen as quickly as possible to clear off the soapy suds.

Collect the water droplets to get some power ups, although they won't always be too helpful! Helpful collectable drops include score bonuses of 250 and 500 points, and a bucket of water to wipe the whole window clean in one go. But watch out for the sponge, as it'll add more suds to the window and more soap means more exertion.

At least 95% of the screen will have to be cleared before you'll be able to progress to the next window. Clean off the bird droppings to gain some extra points. Get washing!

Tips from the
oracle

KEEP UPS



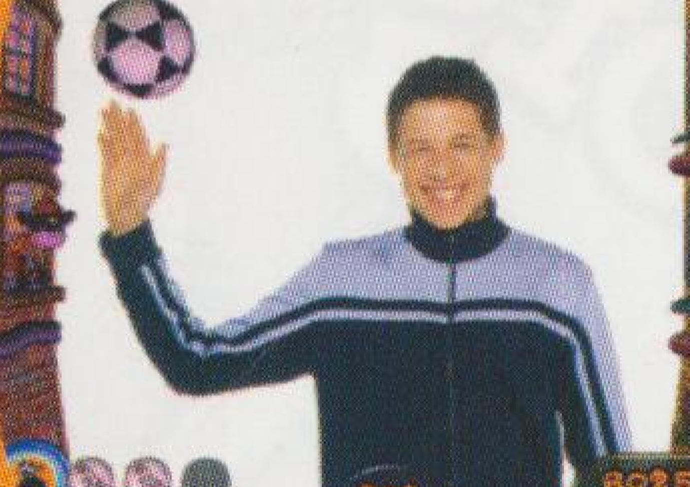
Fancy yourself as a bit of a David Beckham?

Could you teach Ronaldo and Zidane a thing or two about ball control? Well, here's your chance to prove it!

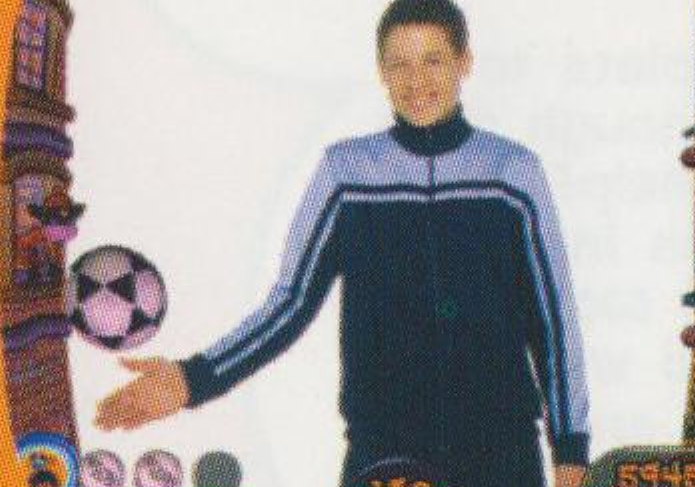
You'll really have to use your head to keep that football up and don't let Wonton's goons muck it up. Watch out for the Pandaman! He's got a football of his own, but if you bounce the ball into him you'll have two to play with.

Try to tag Dex if you see him appear from any of the windows, as he'll give you a hand with his football skills. Avoid hitting Vernon with the ball, as he'll crush it to the size of a pea.

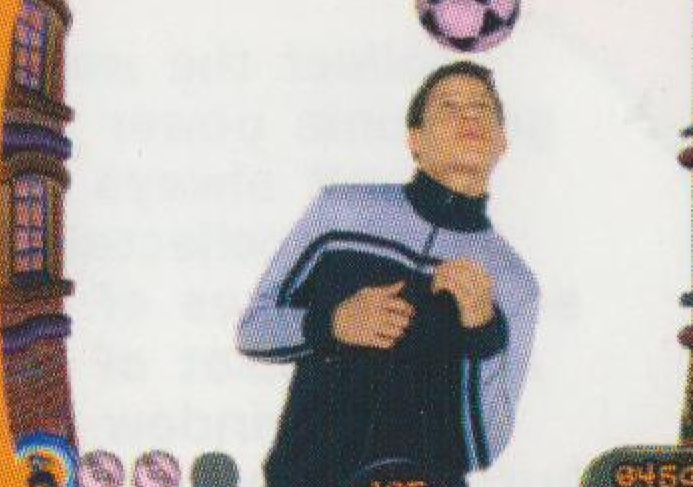
Come to think of it you'll have to avoid hitting me and Wonton too as Wonton hates football and he'll chop it in half, whereas hitting me will lose you some valuable points. If your ball skills are good enough then you won't have to worry!



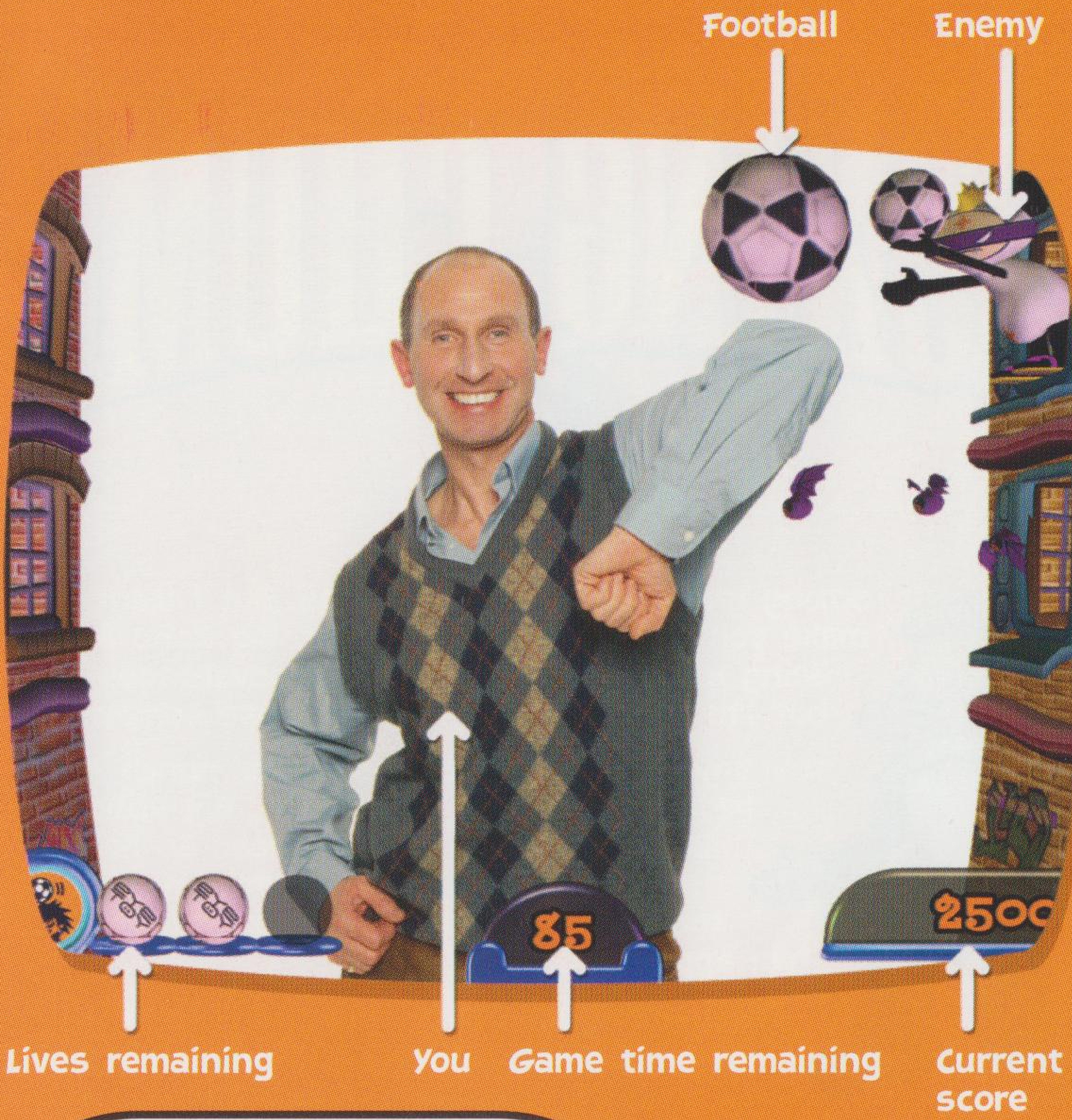
Stop the ball from falling off the screen



Use your hands to keep the ball in the air



Or use your head and shoulders to keep the ball in the air


Football
Enemy
85
Lives remaining
You
Game time remaining
Current score

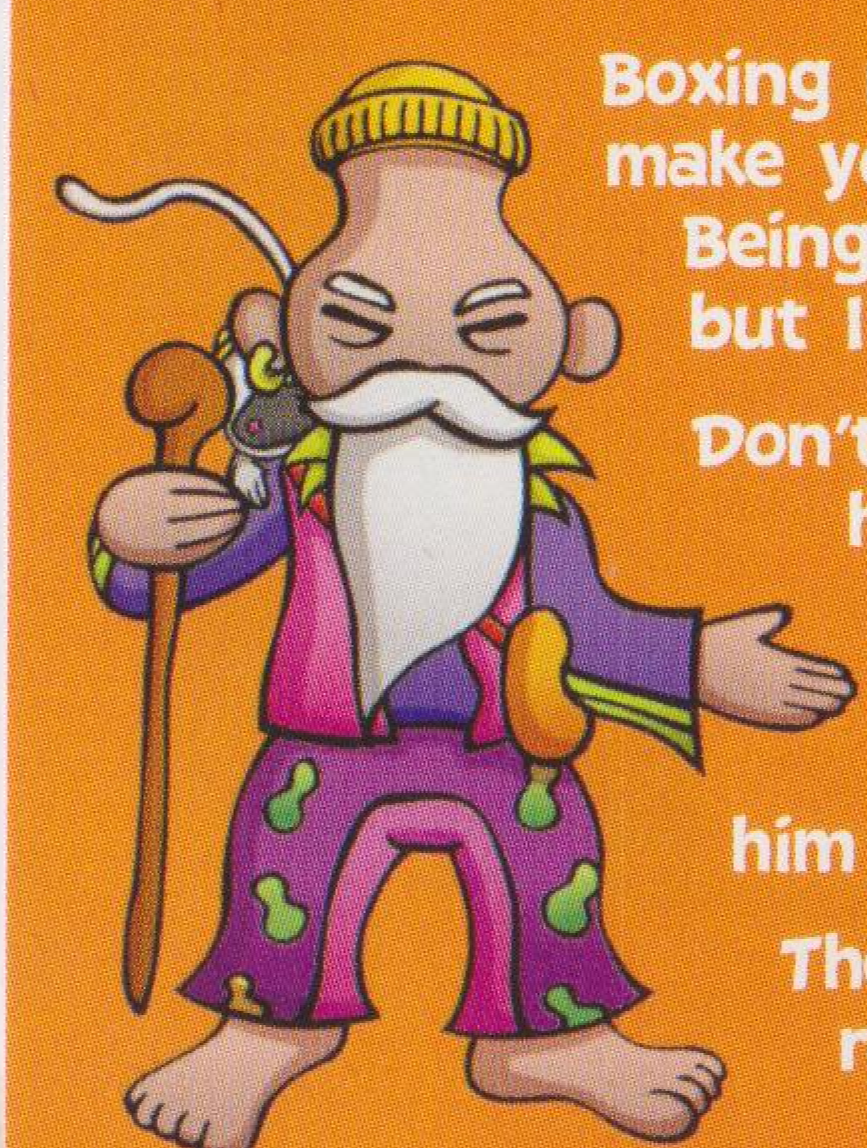
The shape of my head's not really designed for heading the ball but I can still give you a few tips on playing the game. It's best to practise on the title page first, just until you get the hang of hitting either side of the ball and hitting it in the direction you want it to go.

Dex will help you out if you get the chance to tag him with your hand. Don't let Ba-Boon or Marshall put you off hitting the ball into them to improve your score. But make sure you don't hit me while I pop my head round to see how you're doing or I'll take some of your score away.

Your final score will be calculated by combining your total keep ups with your skill bonuses and your longest chain of consecutive hits. For a really high score try to do as many keep ups as you can within the time limit.

Tips from the
oracle

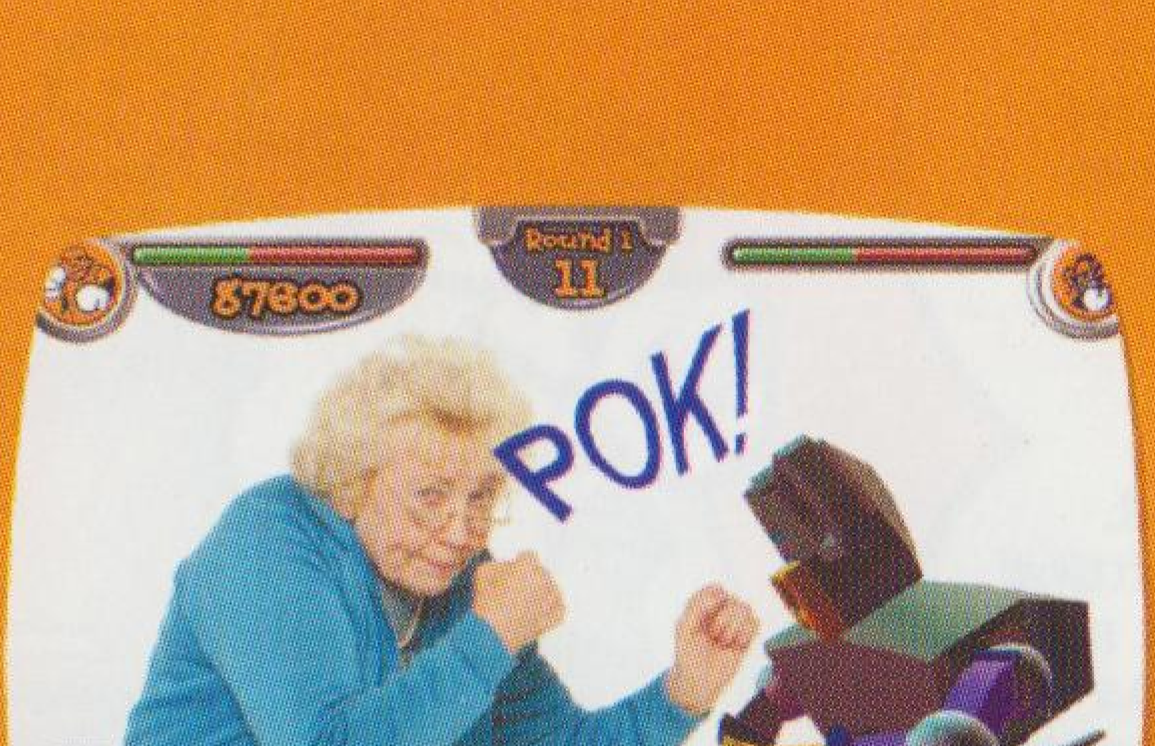
BOXING CHUMP



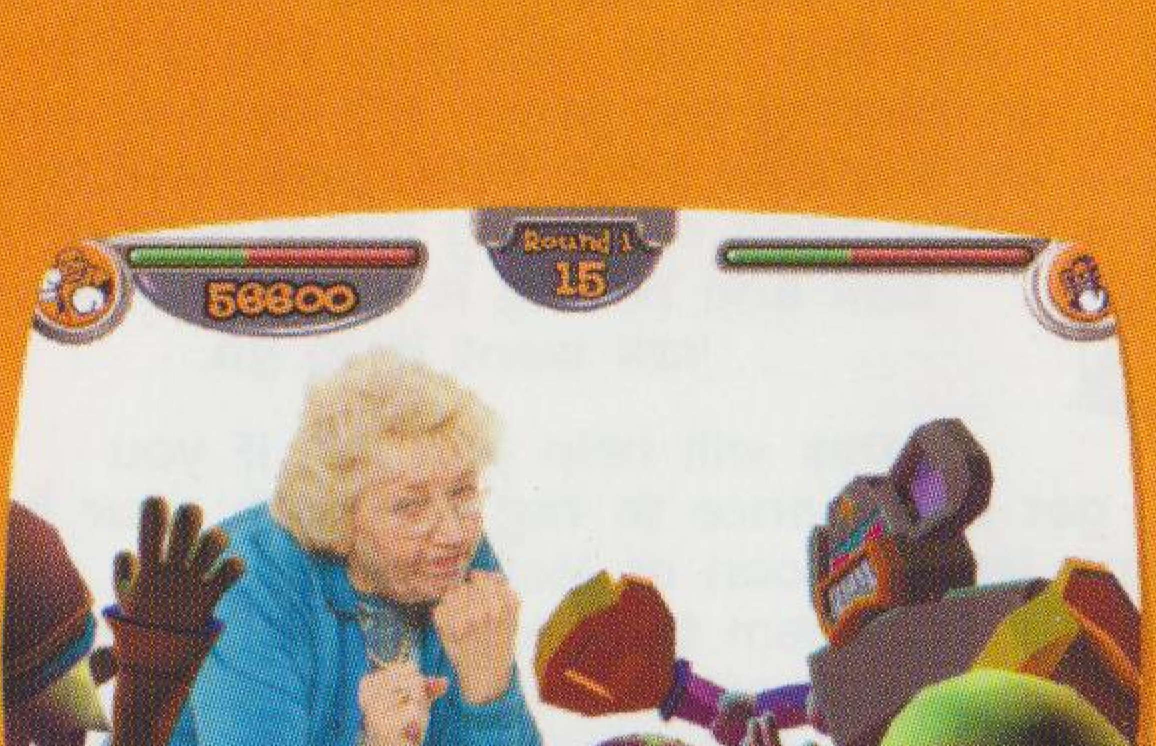
Boxing may be the sport of kings, but I want to make you the king by beating the Big Robo Bro. Being made from metal has its advantages, but I'm sure he's got a screw loose somewhere.

Don't get caught out by his power punch as he'll box you into submission. Big Robo Bro's weakness is in his head so he'll protect it with all his might. Try working the body until an opportunity to clock him appears.

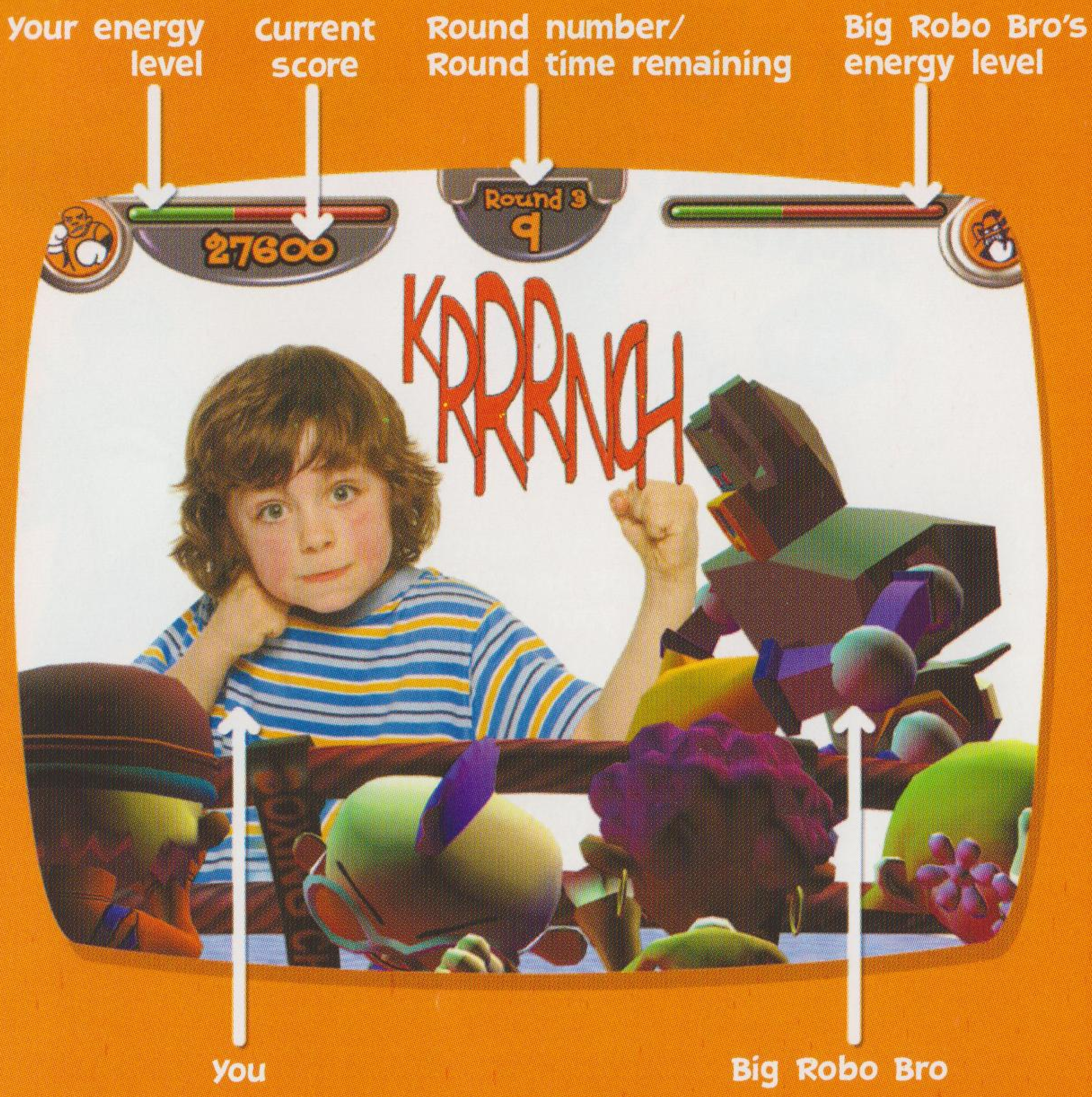
The match consists of three 30 second rounds for all difficulty levels.



Use your fists to take on Big Robo Bro



Aim for his head - knock his block off!



Your energy level

Current score

Round number/ Round time remaining

Big Robo Bro's energy level

You

Big Robo Bro

Tips from the oracle

High and low combinations always work well but watch out for Big Robo Bro's stunning uppercut because he'll only need to hit you a couple of times to drain your stamina away. Move about as much as you can between rounds to regain some of your stamina.

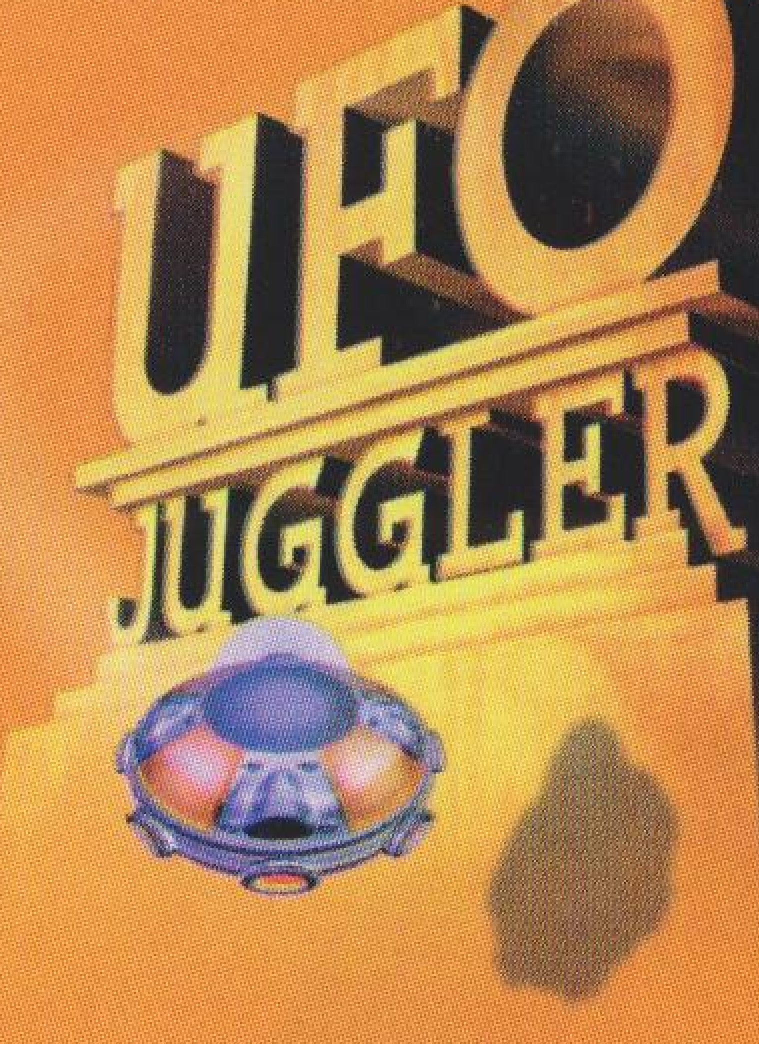
Keep it clean - I don't want to see any blows below the belt. Break when you're told to, as it's the only way to get a good score.

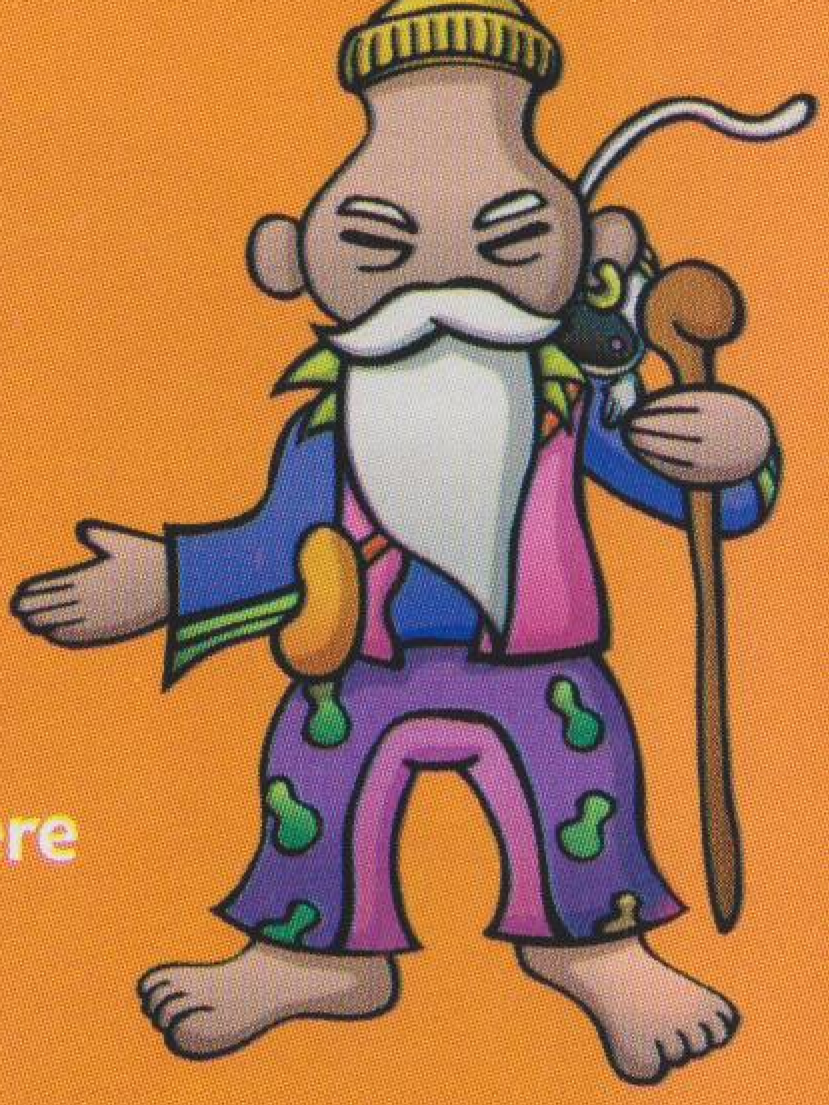
If you see Big Robo Bro's head spin, it means he's dazed and you'll be able to get a few more punches in before he snaps out of it.

The best defence is to avoid his punches completely - you'll know when he's about to punch when he lowers his shoulders.

Ducking and diving, bobbing and weaving, with a lovely combo slapped on the end - that's my advice as you take on Big Robo Bro.

UFO JUGGLER



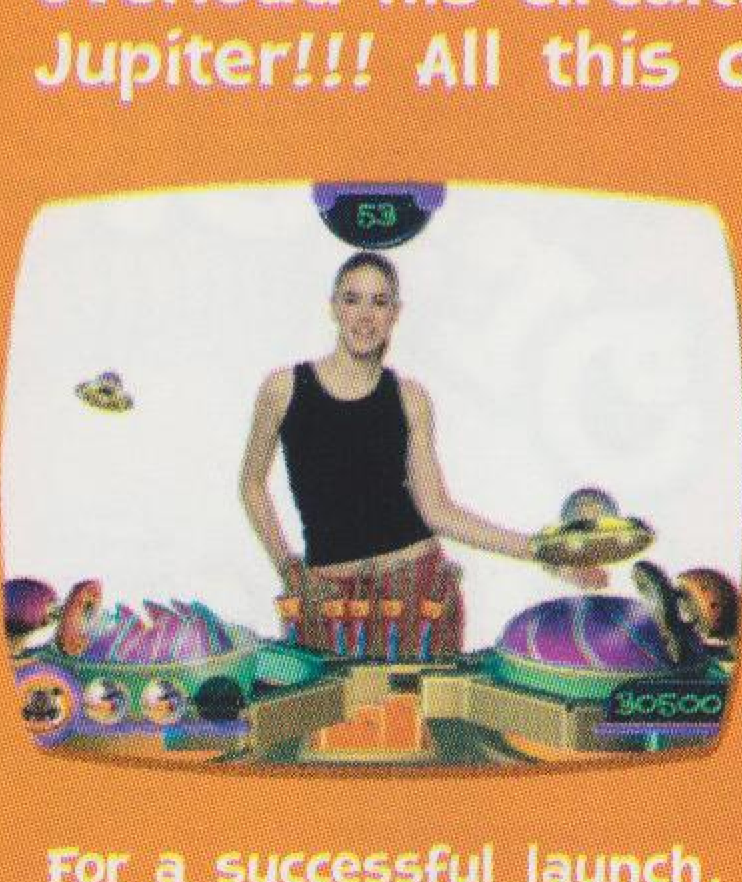


5, 4, 3, 2, 1... blast off!!!

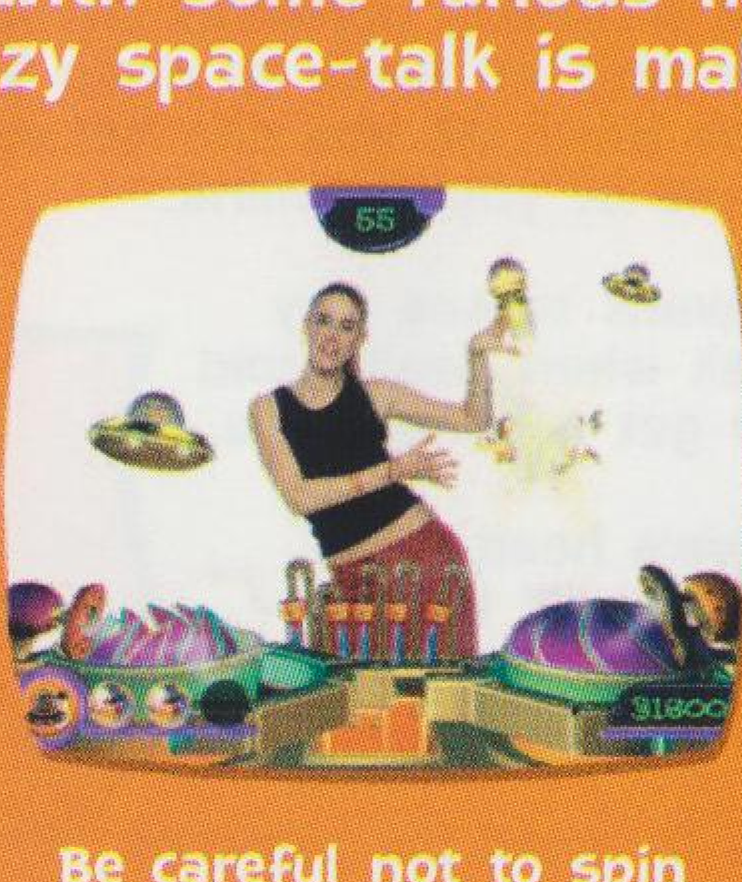
It's a big day for Toro as he launches his new fleet of prototype spaceships into orbit, but he needs your assistance.

To get the *UFO's* into the upper atmosphere you'll need to spin the *UFO's* just enough to create the correct electromagnetic motion to power the rocket propulsion turbo boost. Sounds complicated, huh? Nah, it's just like riding a bike. Be careful not to give it too much power though, as there could be a circuitry overload and the test pilots will have to eject.

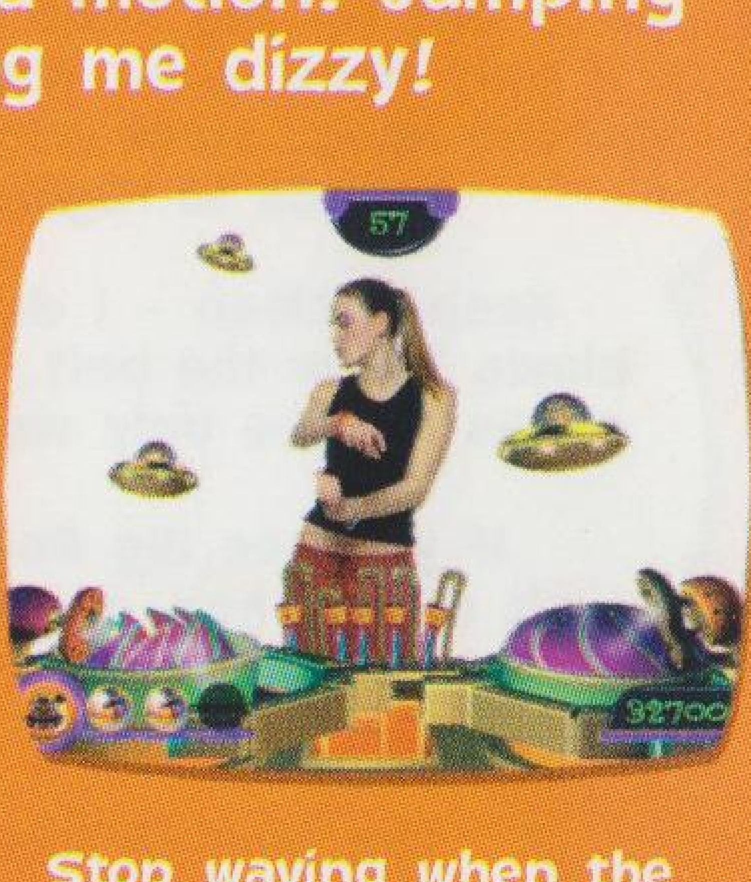
That good-for-nothing Wonton is out to spoil Toro's experiments again. This time he has created his own awesome-looking craft with the specific aim of destroying all of Toro's *UFO's*. Unluckily for Wonton, his craft runs on anti-electromagnetism which means that you'll be able to overload his circuits with some furious hand motion. Jumping Jupiter!!! All this crazy space-talk is making me dizzy!



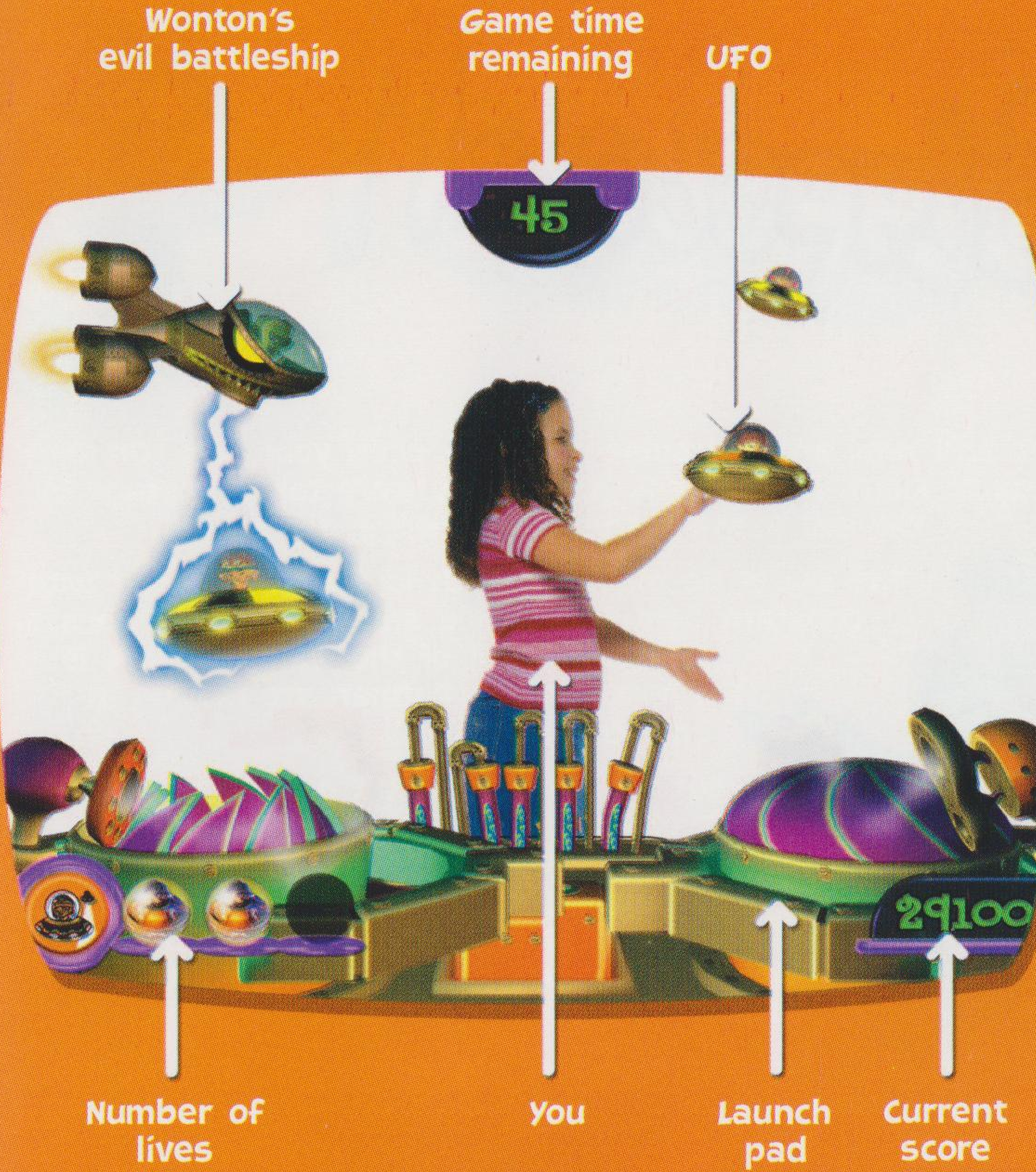
For a successful launch, wave your hand over a *UFO* to make it rise to the top of the screen



Be careful not to spin it too much or it will explode!



Stop waving when the *UFO* starts shaking


Wonton's evil battleship
Game time remaining
UFO
45
29100
Number of lives
You
Launch pad
Current score

Get those UFO's into orbit, don't hang around or you might cause a pile up. Beware of Wonton in his custom battleship as he can sap all the power from your engines with a ferocious bolt of lightning.

Get those UFO's up to optimum speed to rack up the skill points.

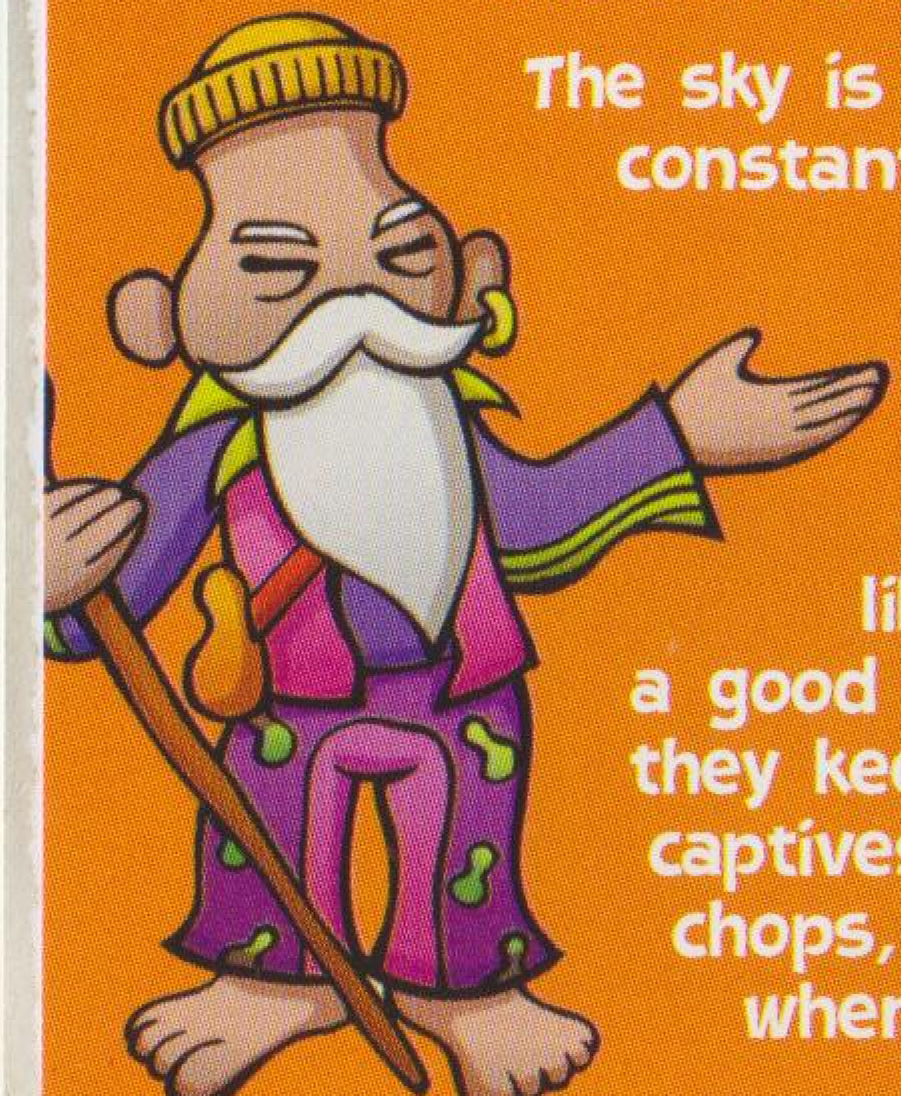
Toro can only afford to lose three craft so be careful not to lose too many. Toro will award you points for each successfully launched UFO when it clears the top of the screen.

Cosmic!

Tips from the Oracle

Slapstream

QT and Yumi are in trouble and they need your help. On their way to Kieu's fancy dress party, they were taken hostage by the evil Ratmen and imprisoned in the clouds.

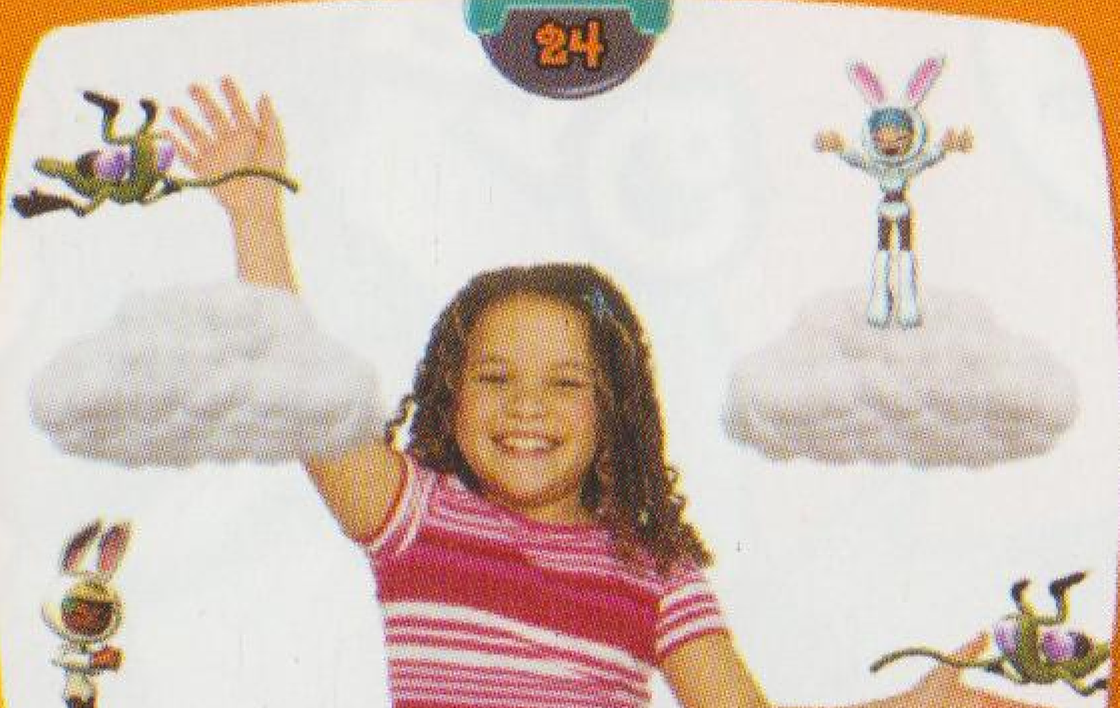


The sky is no place for such lovely ladies, what with constant lightning strikes and turbulent tempests. In fact, not all of the wind up there is natural - the Ratmen are moving in mysterious ways.

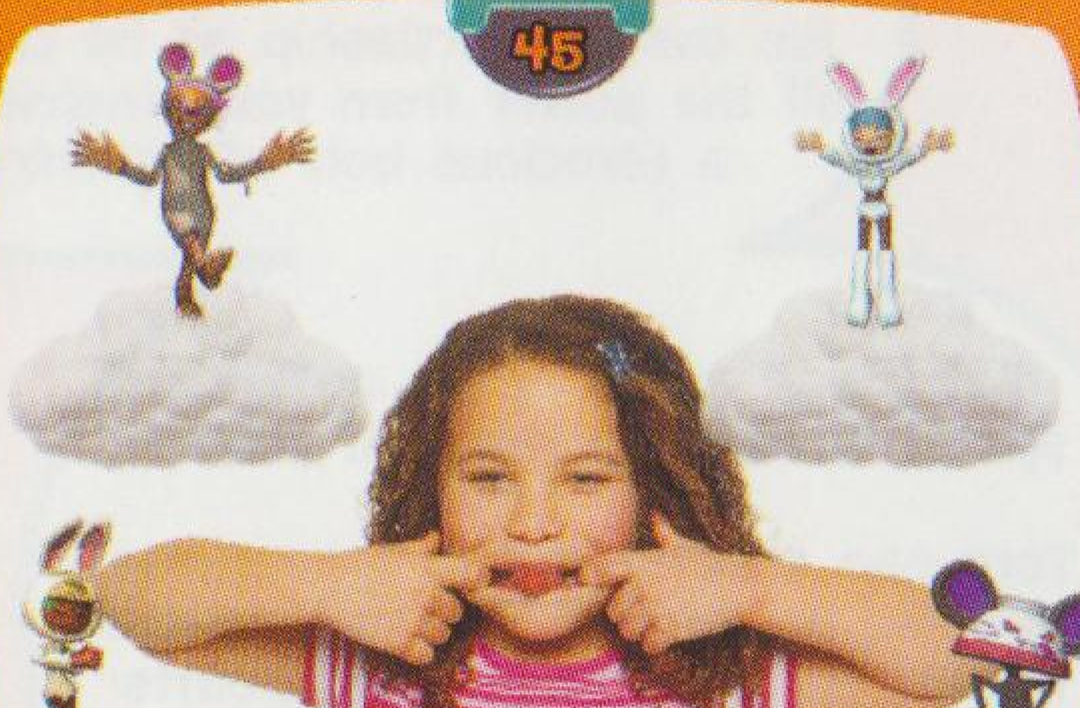
But the Ratmen aren't as clever as they like to think they are, and they do like a good gloat. Instead of hiding in the clouds, they keep popping up to goad and taunt their captives. Such teasers deserve a big slap in the chops, so get ready to sock them in the kisser when they emerge from the clouds.

But watch out for the ladies - QT and Yumi are dressed up as Bunny Girls and if you hit them then you will lose a life.

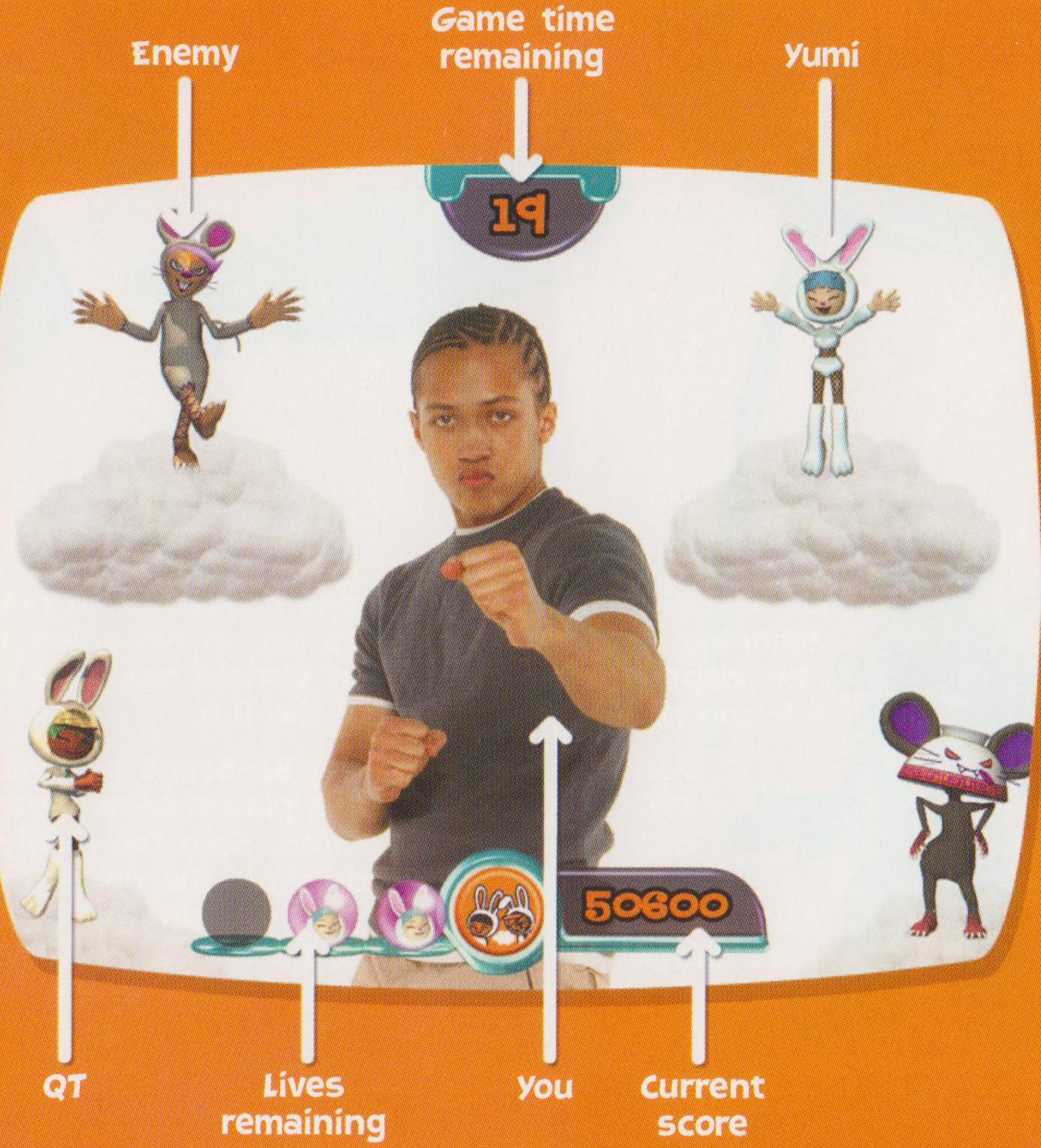
Right it's up to you now. Go and sort out those filthy Ratmen.

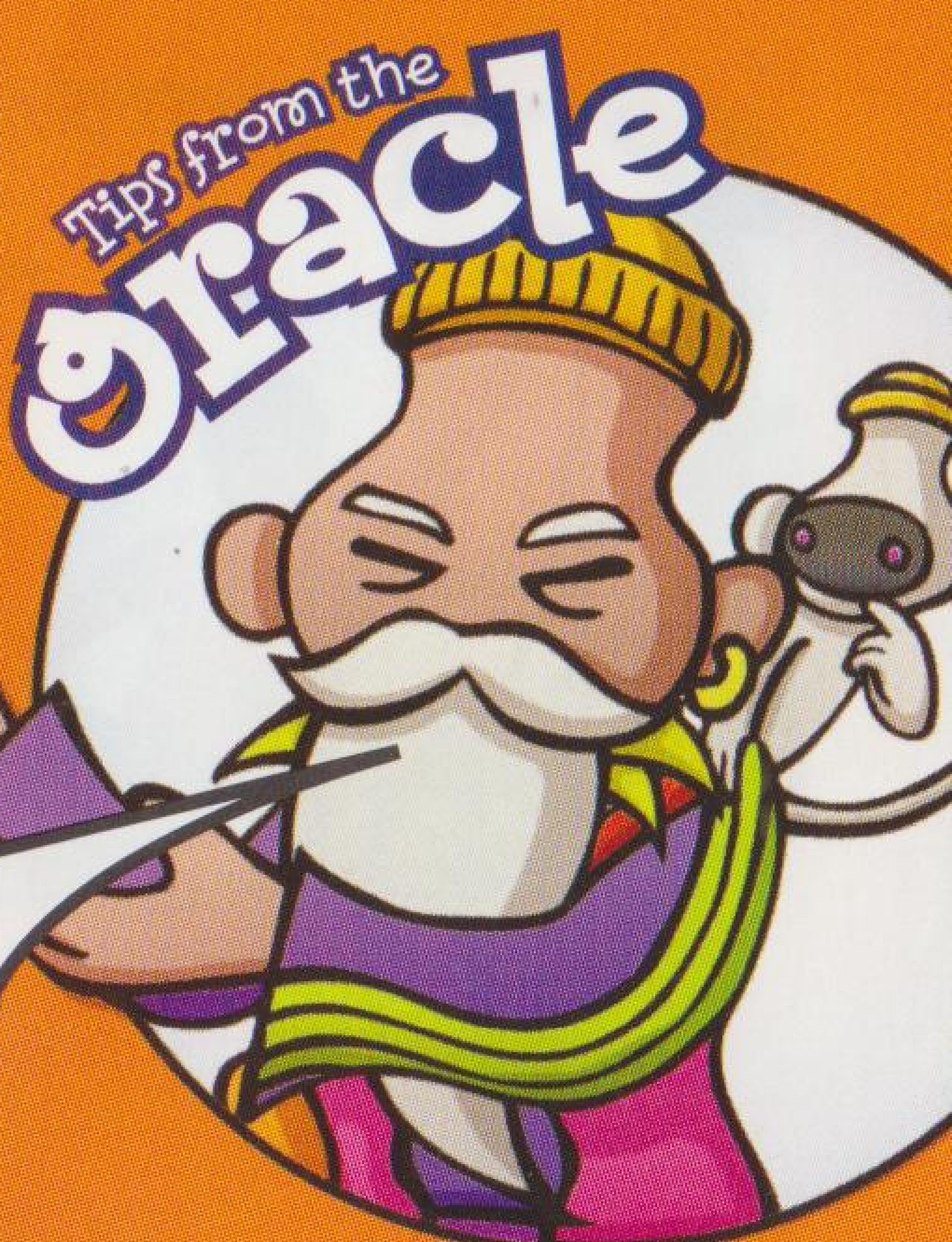


Slap those pesky Ratmen!



Don't slap QT or Yumi!


Enemy
Game time remaining
Yumi
19
50600
QT
Lives remaining
You
Current score



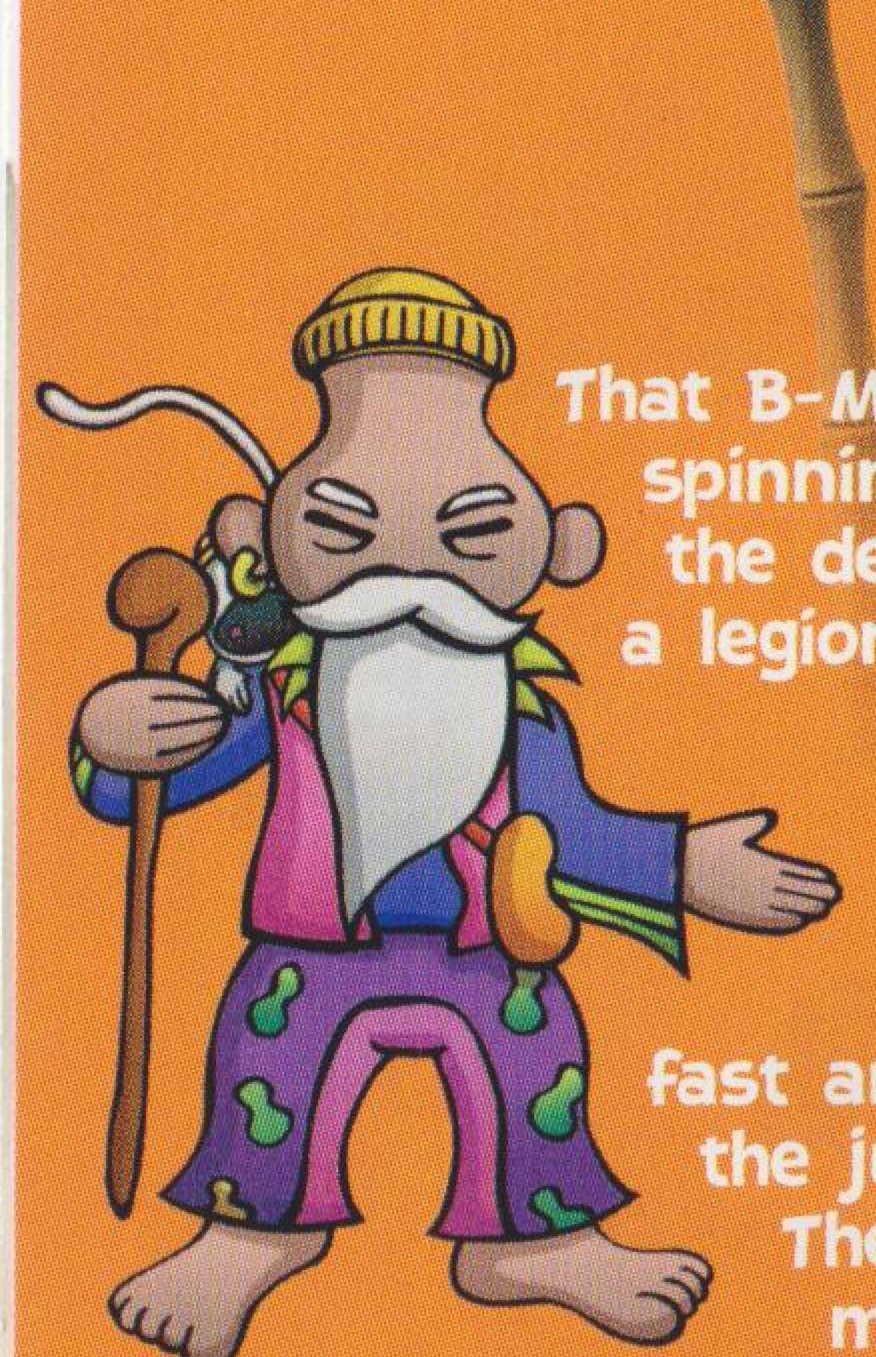
Tips from the Oracle

Save the Bunny Girls and bust up the Ratmen. You'll have to have lightning reactions if you don't want to get struck down.

The faster your reactions the more points you'll pick up, try hitting more than one Ratman at a time to get some bonus points.

Watch out for the Bunny Girls though as they'll be popping up from time to time too and we don't want them to get hurt now do we?

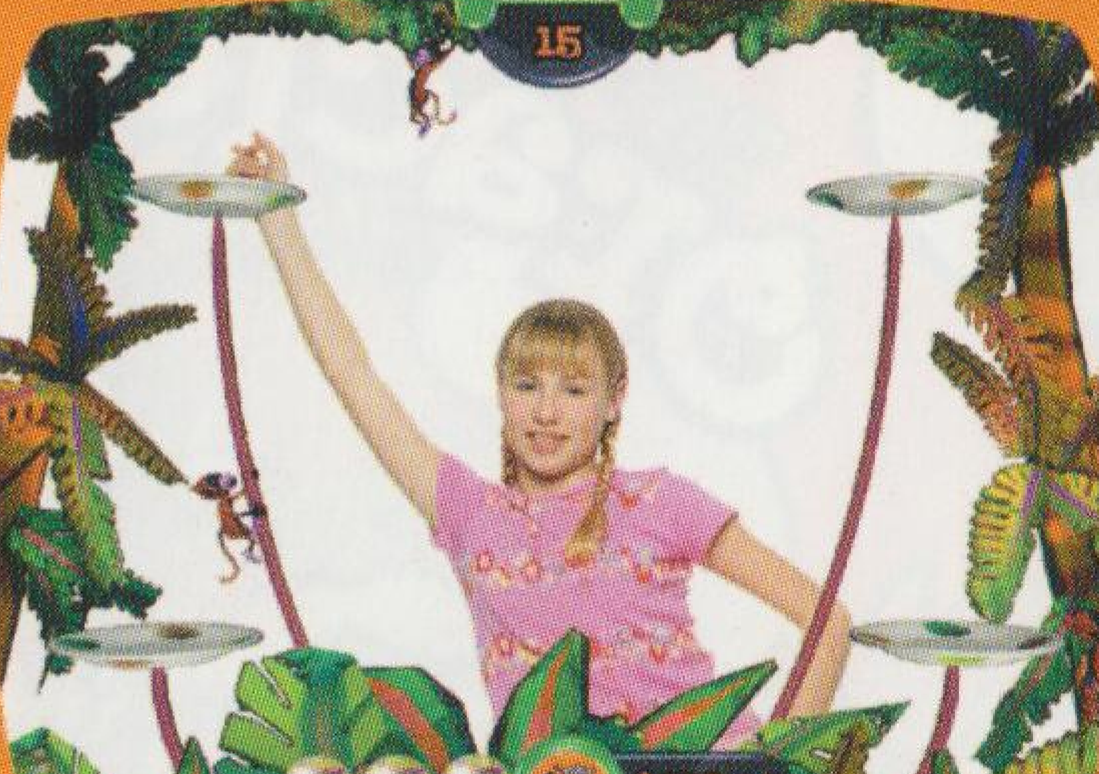
Plate Spinner



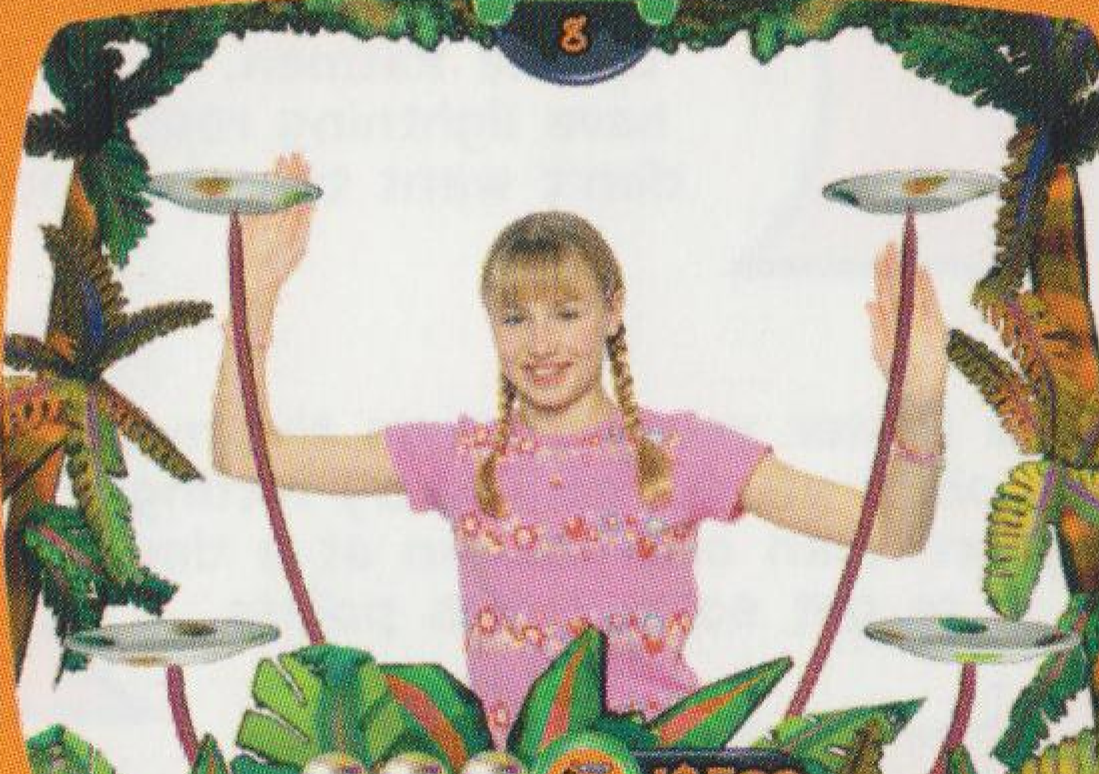
That B-Monkey has some strange hobbies! And plate spinning is one of them. He's set up his poles in the depths of the jungle but Wonton has sent out a legion of Ba-Boons to spoil the fun.

Don't let those blinking Ba-Boons put you off though, keep those plates spinning at top speed for top points. Spin too slowly and the plates will drop off the poles, too fast and you'll send the plates whizzing off into the jungle, and that's not a good idea, buddy! The higher the Ba-Boons get up the poles the more points you'll get for hitting them off.

And if nothing else, it'll put a smile on B-Monkey's face!



Stretch up to keep those plates spinning



Use both hands for maximum efficiency

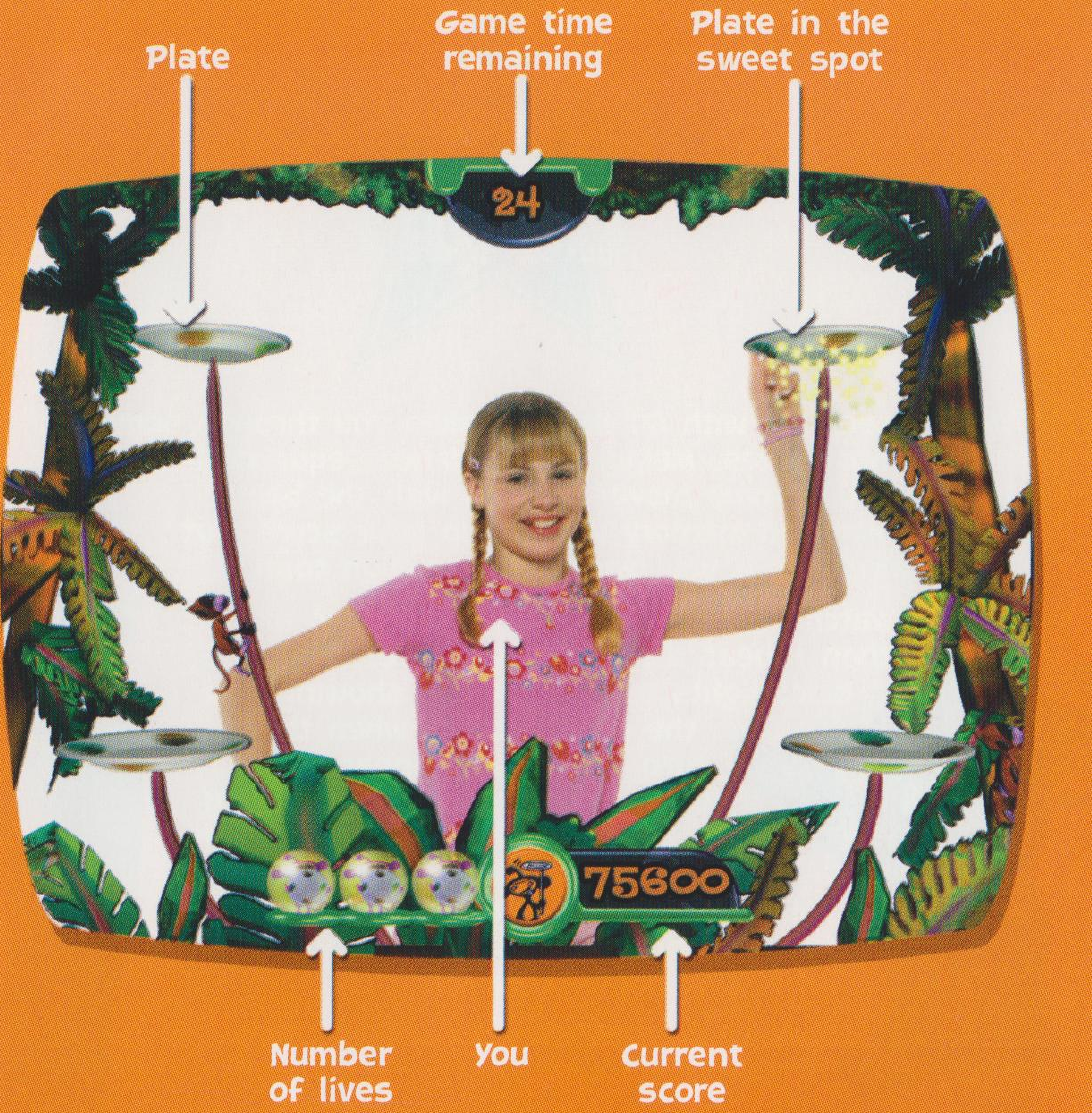


Plate
Game time remaining
Plate in the sweet spot
24
75600
Number of lives
You
Current score

Tips from the Oracle

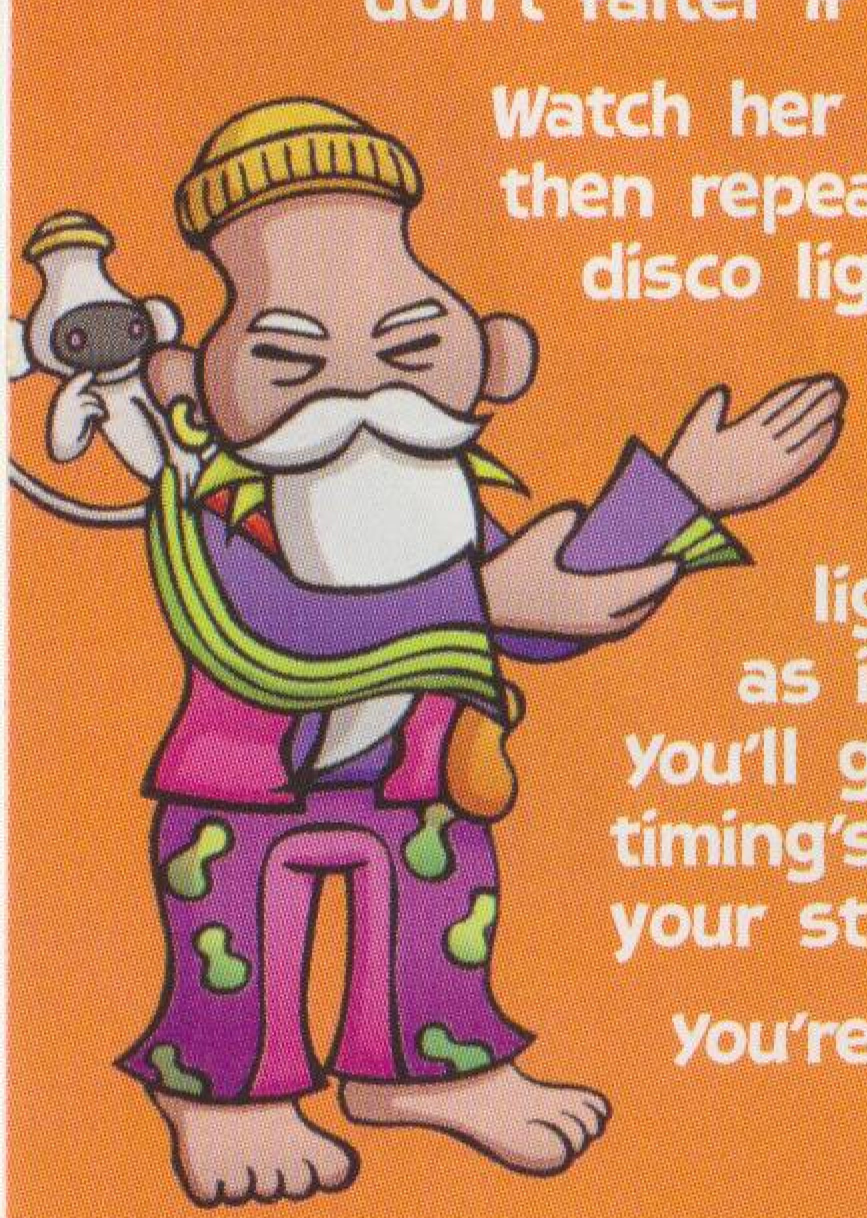
The B-Monkey has informed me that the best way to get a high score is to make all of the plates spin at top speed. He also said that he'll reward a skill bonus to anyone who can get all four plates spinning in their "sweet spots" - you can tell that a plate is spinning in the sweet spot by the sparkly effect and the sound they make.

If the plates are spinning in the sweet spot and you allow a Ba-Boon to jump onto the plate they will be spun off and, for that, I'll give you some extra points.

Just be careful with the crockery, eh?

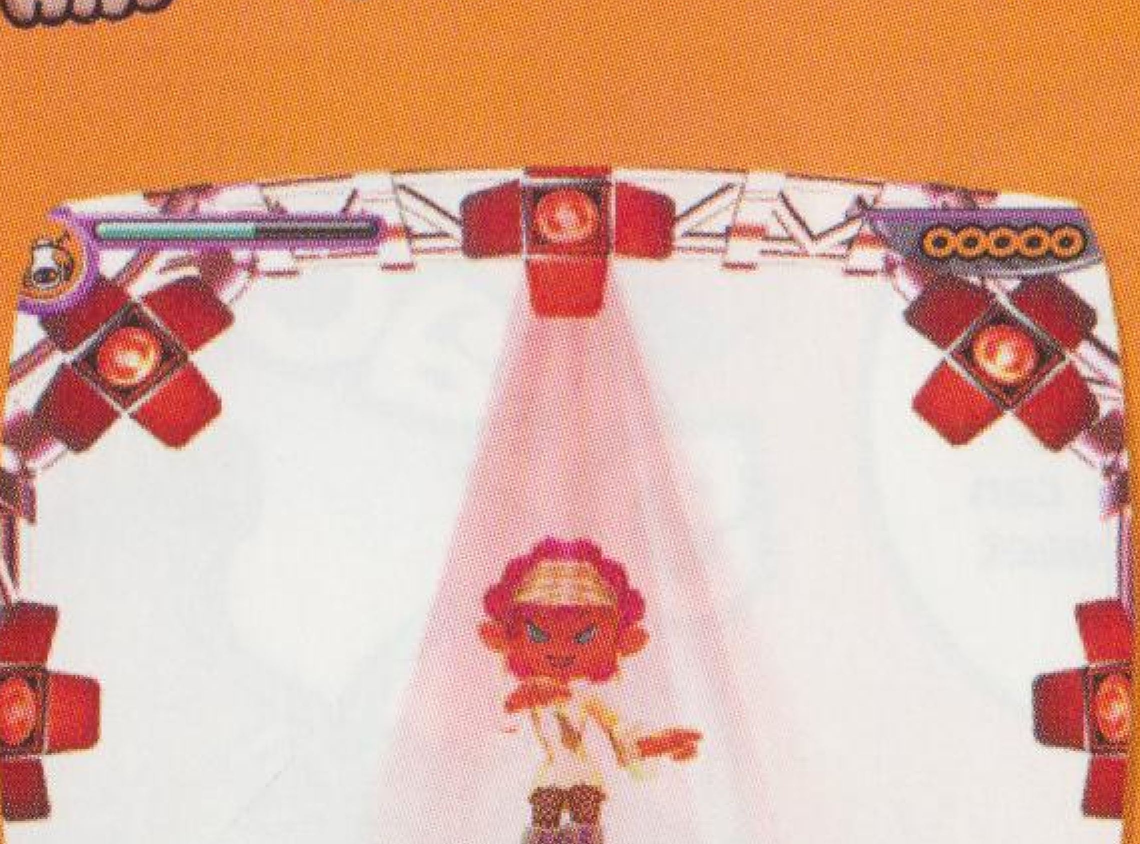
Boogie Down

Try and keep up with QT as she takes you through some funky dance moves. Memorise her dance sequence and then bust out some moves in time with the beat. Good timing and memory will big up your score, but don't falter if you want to get a high total.

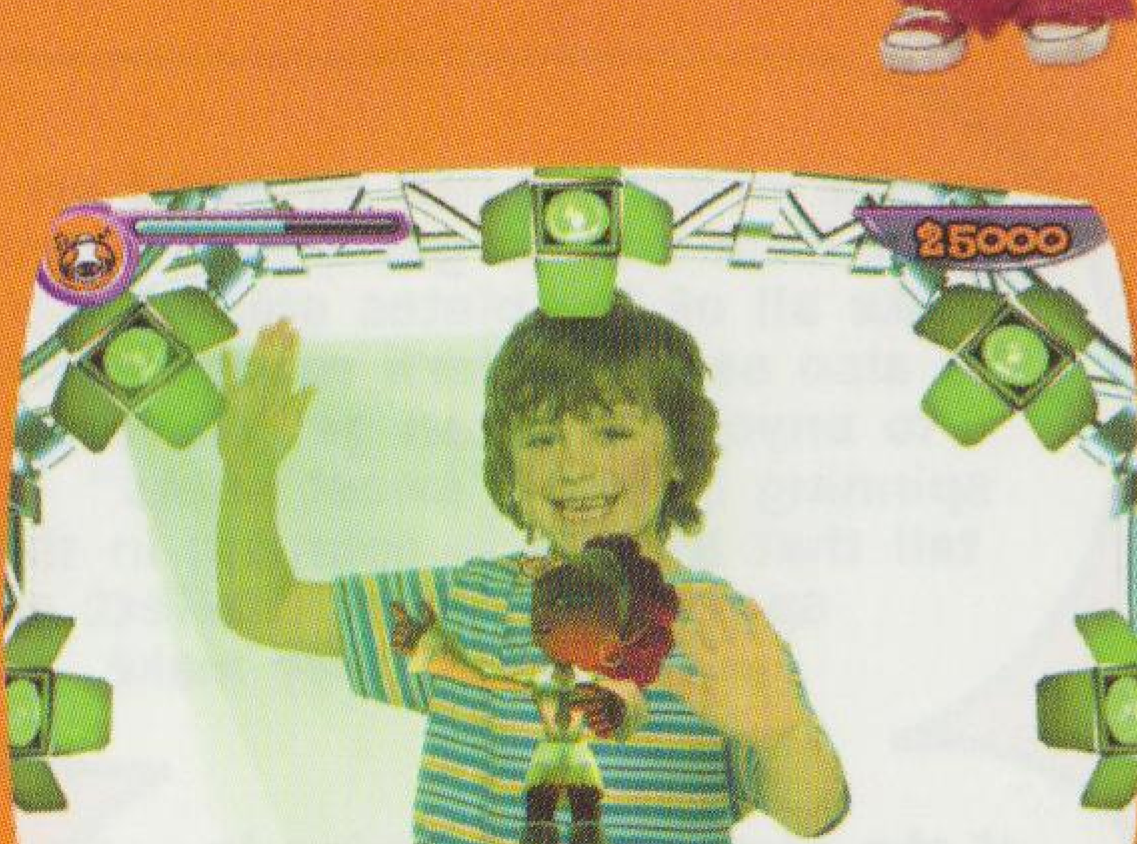


Watch her sequence of dance moves and then repeat the same sequence. When the disco lights turn red, QT is showing you the moves to do, when they turn green just repeat her moves in time with the flashing lights. You must hit the green light as it flashes to score some points. You'll get a really high score if your timing's spot on, but get it wrong and your style bar will suffer.

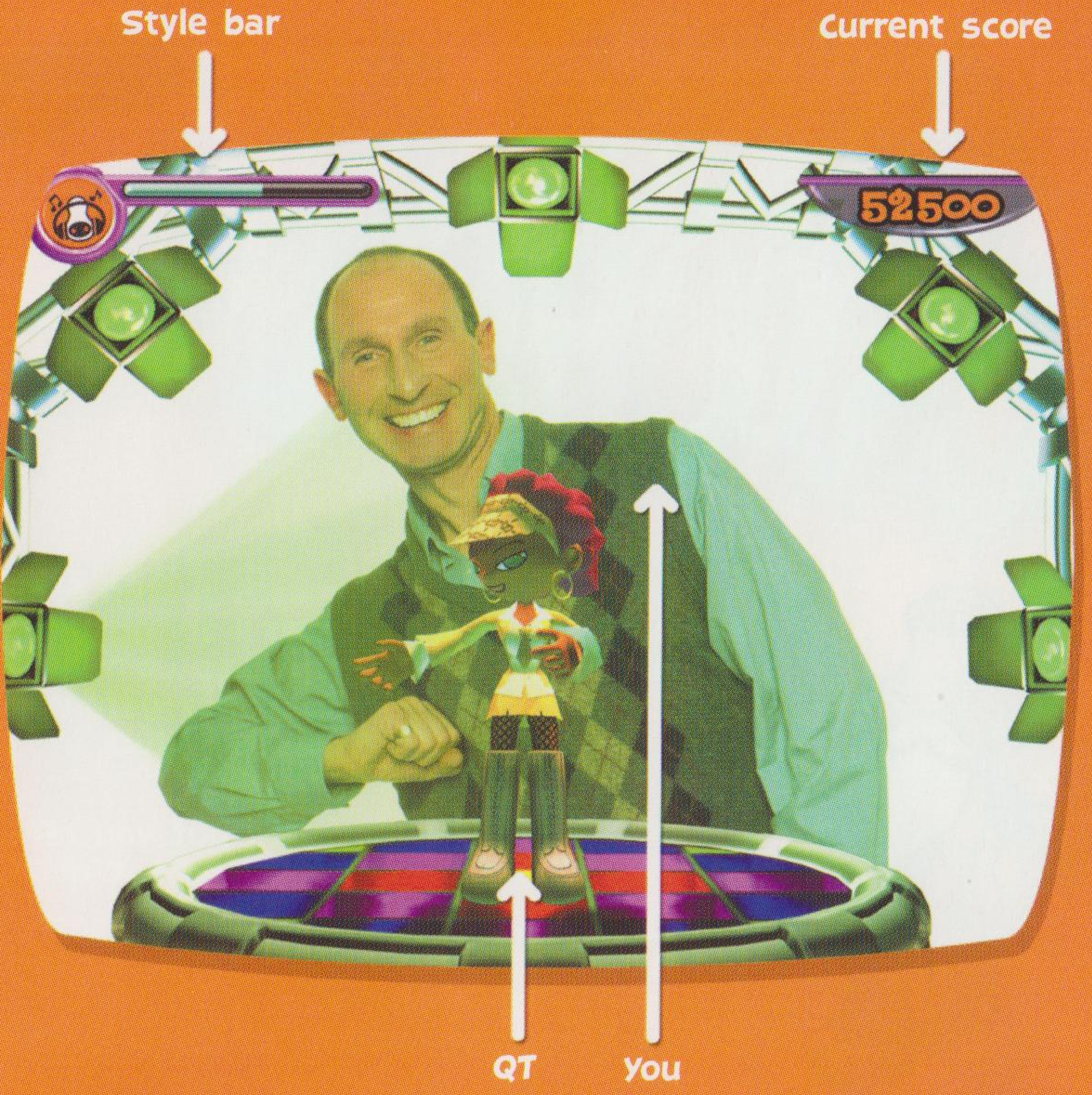
You're gonna have to get funky now.



Watch QT and memorise her dazzling moves



Repeat QT's moves when the lights turn green


Style bar
Current score
52500
QT
You

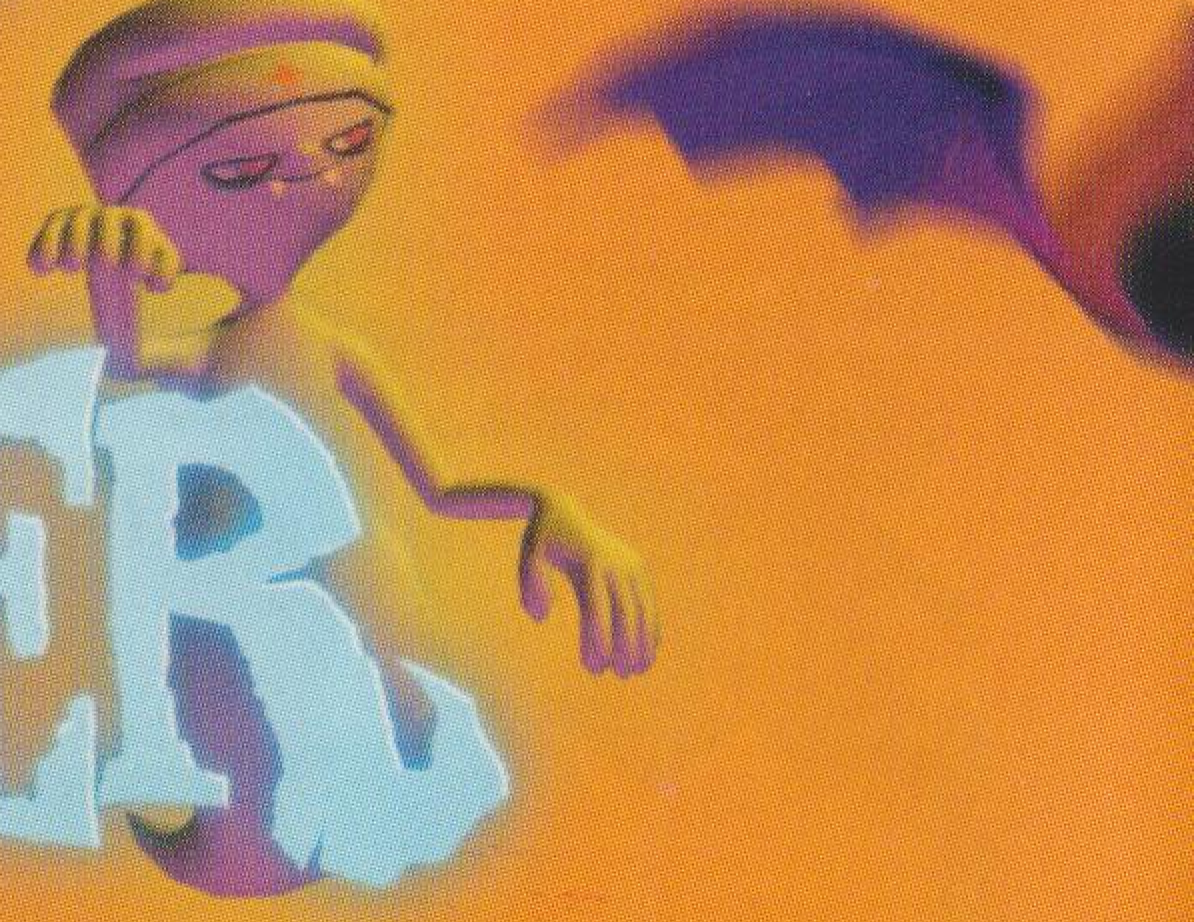
Tips from the Oracle

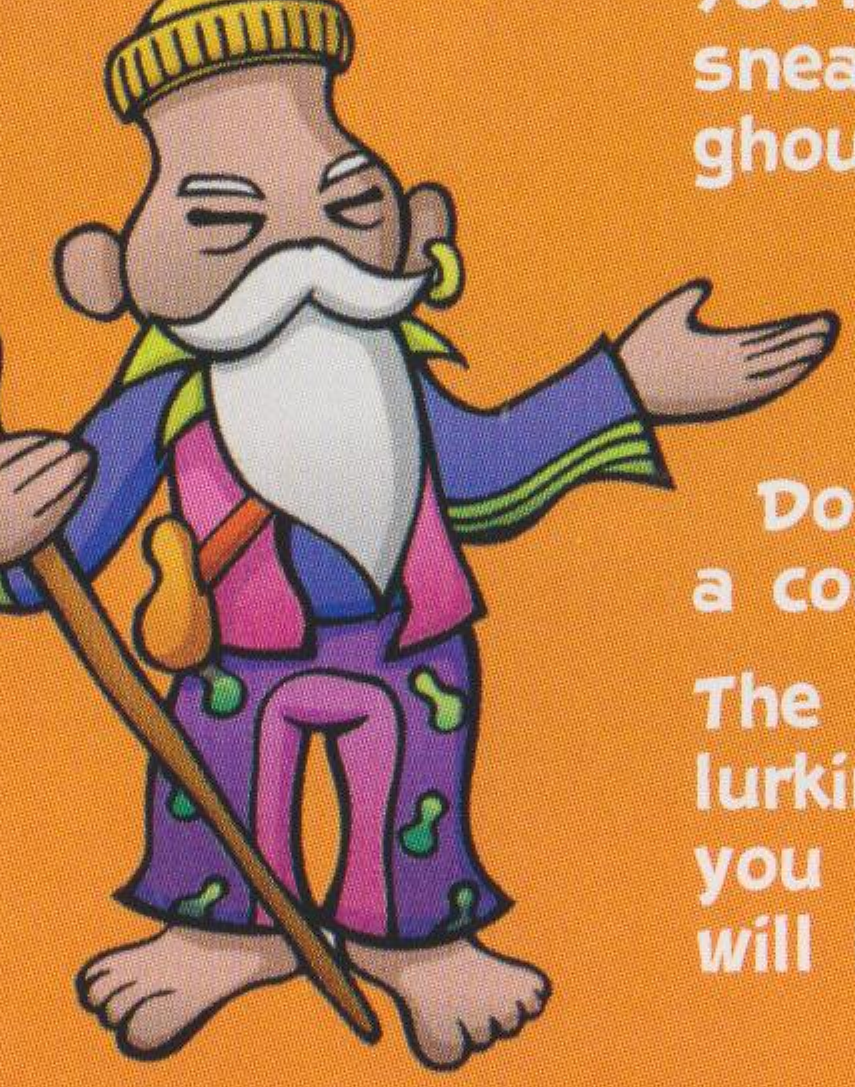
QT's been busting up the dance floor but do you have the skill to keep up with her?

This game requires a good memory and good timing, because the only way you're going to get a good score will be to time your moves perfectly.

And if you become an ultra-funky dance floor diva, you may just be rewarded with unlocked tracks in Boogie Down, so don't forget to check them out.

GHOST CATCHER

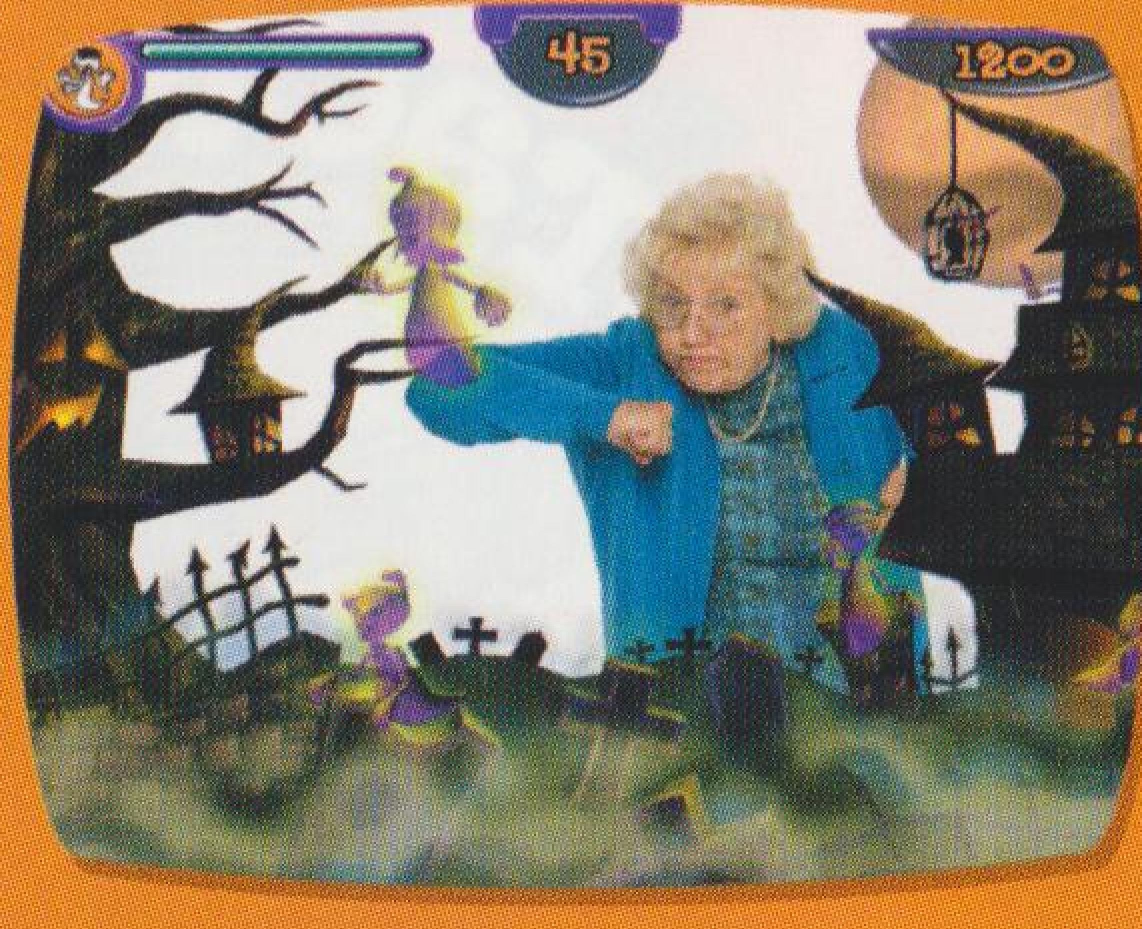




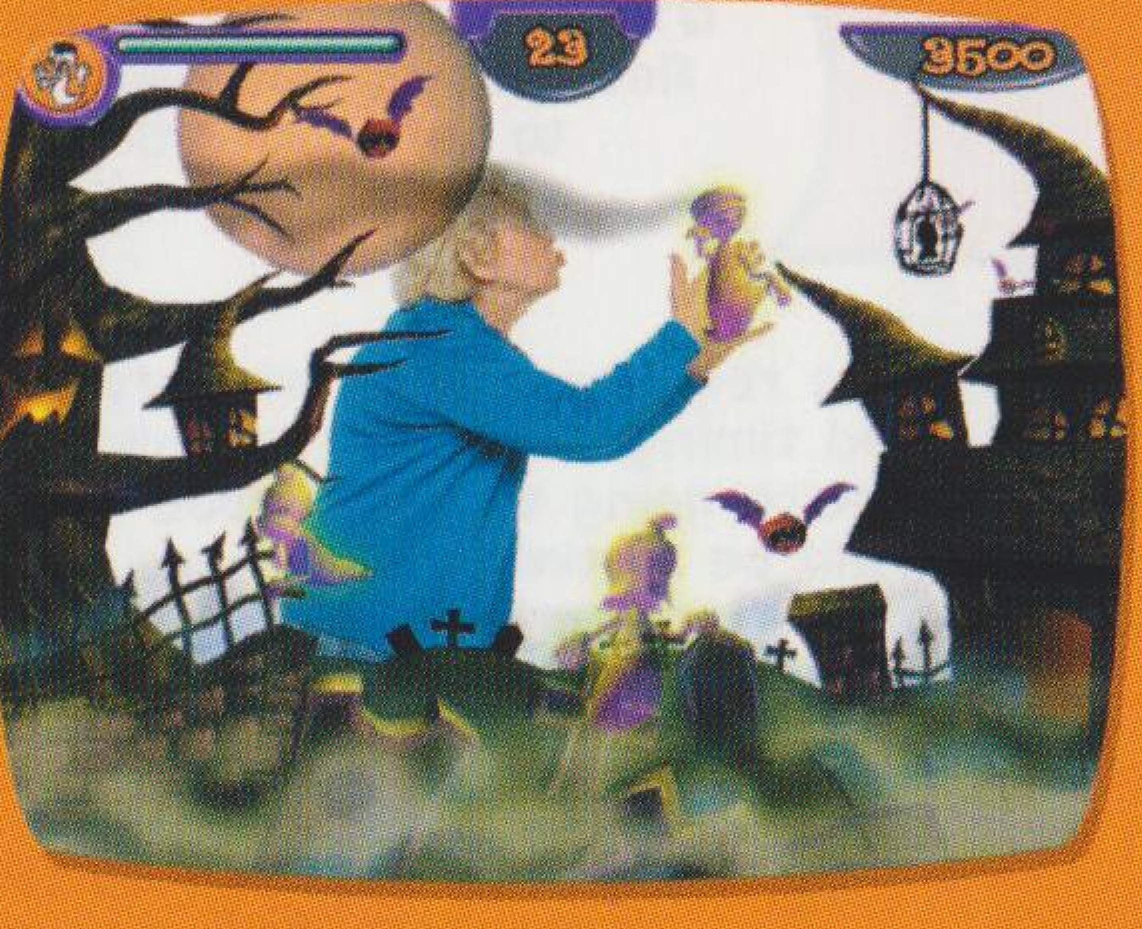
You'll have to keep your eyes peeled for sneaky little spirits as they'll try any ghoulish trick to put the willies up you. Just pop them before they escape from the graveyard - get stuck in and banish those banshees.

Don't let the vampire bats put you off, a couple of slaps and they'll be bat-dust.

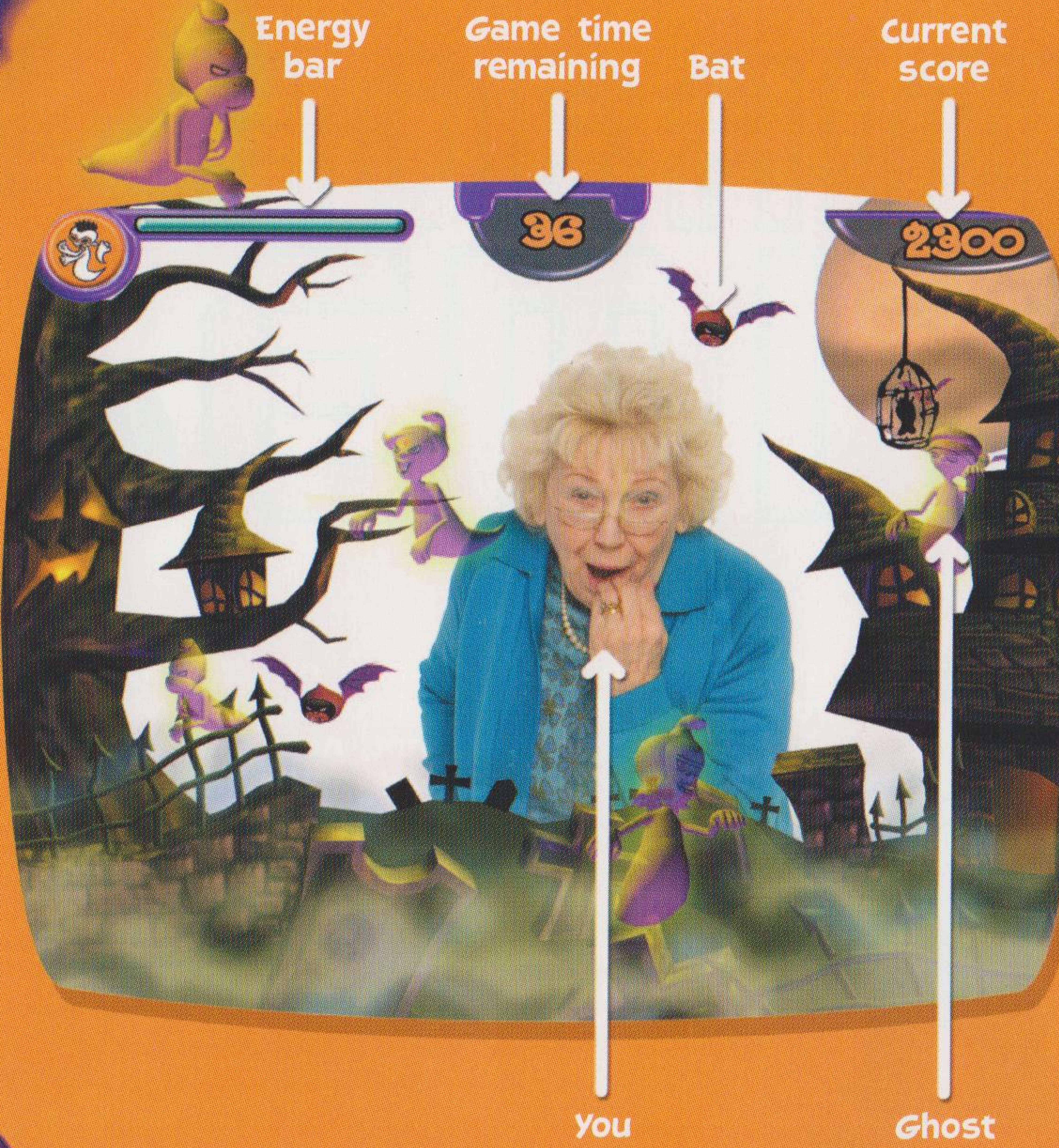
The dreaded Wonton has also been seen lurking about in the harder levels, but will you have enough skill to take him on or will he bury you alive?



Use your whole body to stop those nasty apparitions



Use two hands for extra efficiency


Energy bar
Game time remaining
Bat
Current score
36
2300
You
Ghost

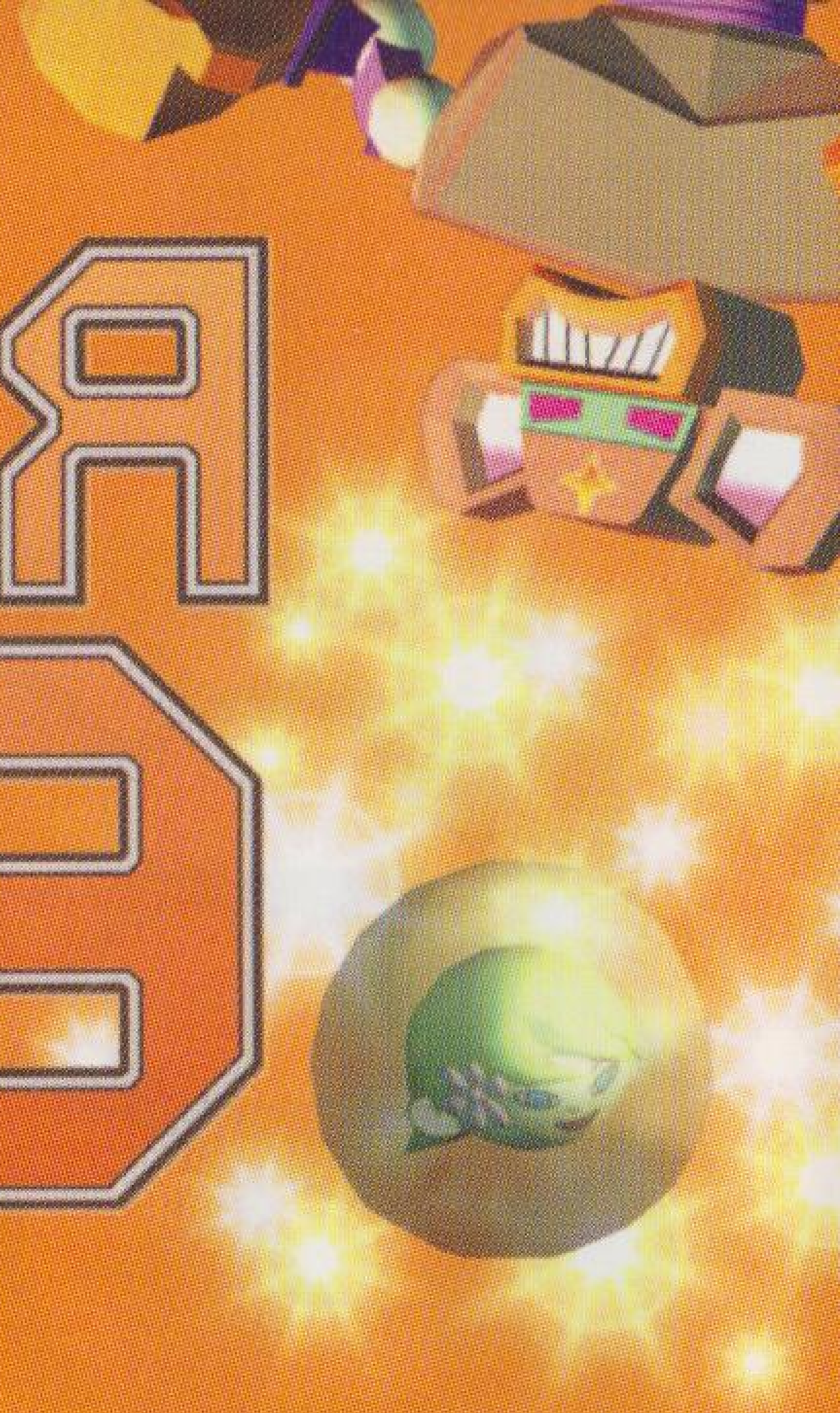
Once you've spotted a ghost wave your hand over the top of it to fill it full of air, and eventually they'll pop. Neat.

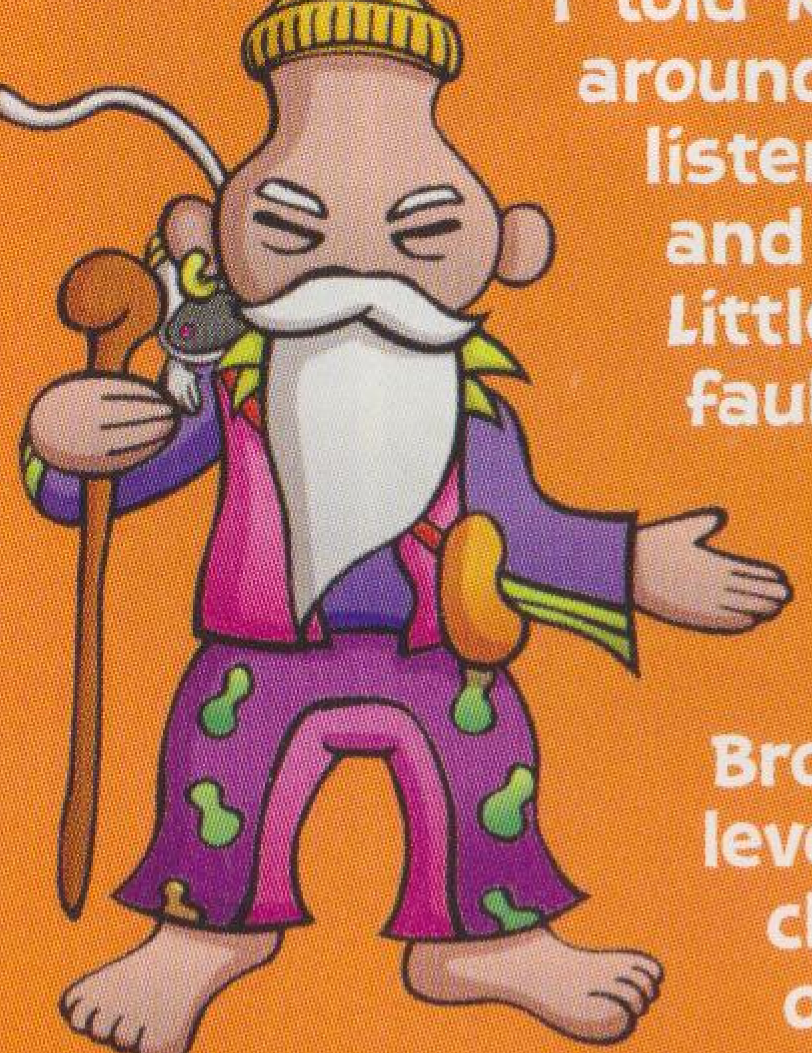
Wonton's relatives can't help trying it on even once they've passed on, so keep an eye out for Wonton's Great, Great, Great Grandpa who might put in an appearance if he thinks you're getting too good at ghost catching.

Just don't get too spooked, my friend.

Tips from the Oracle

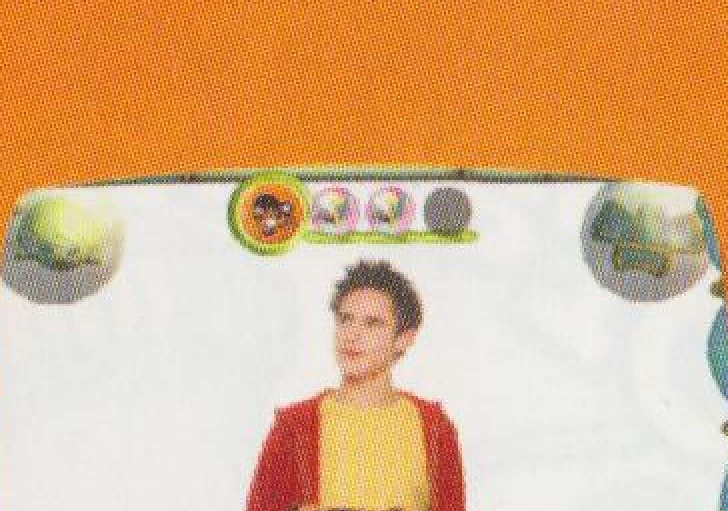
MIRROR TIME



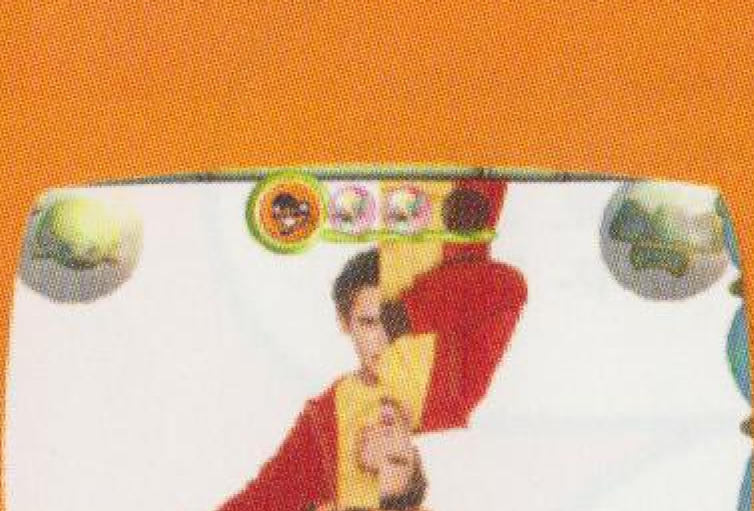


I told Kieu hundreds of times not to play around with the magic mirror, but did she listen? No, of course not, now she's gone and got herself trapped inside along with Little Robo Bro. Although it's not all her fault, I'm sure Big Robo Bro had something to do with it.

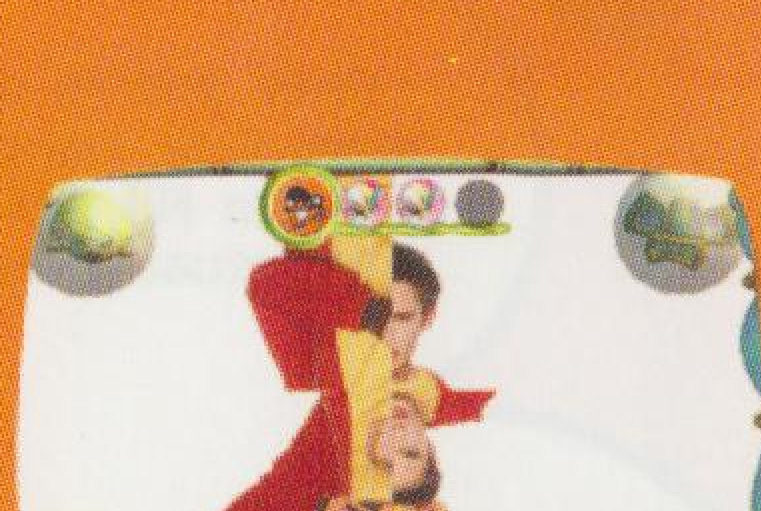
Your aim will be to rescue Kieu from the magic mirror controlled by Big Robo Bro. Each time Big Robo Bro pulls his big lever, the orientation of the mirror will change and it may even split into two or four.



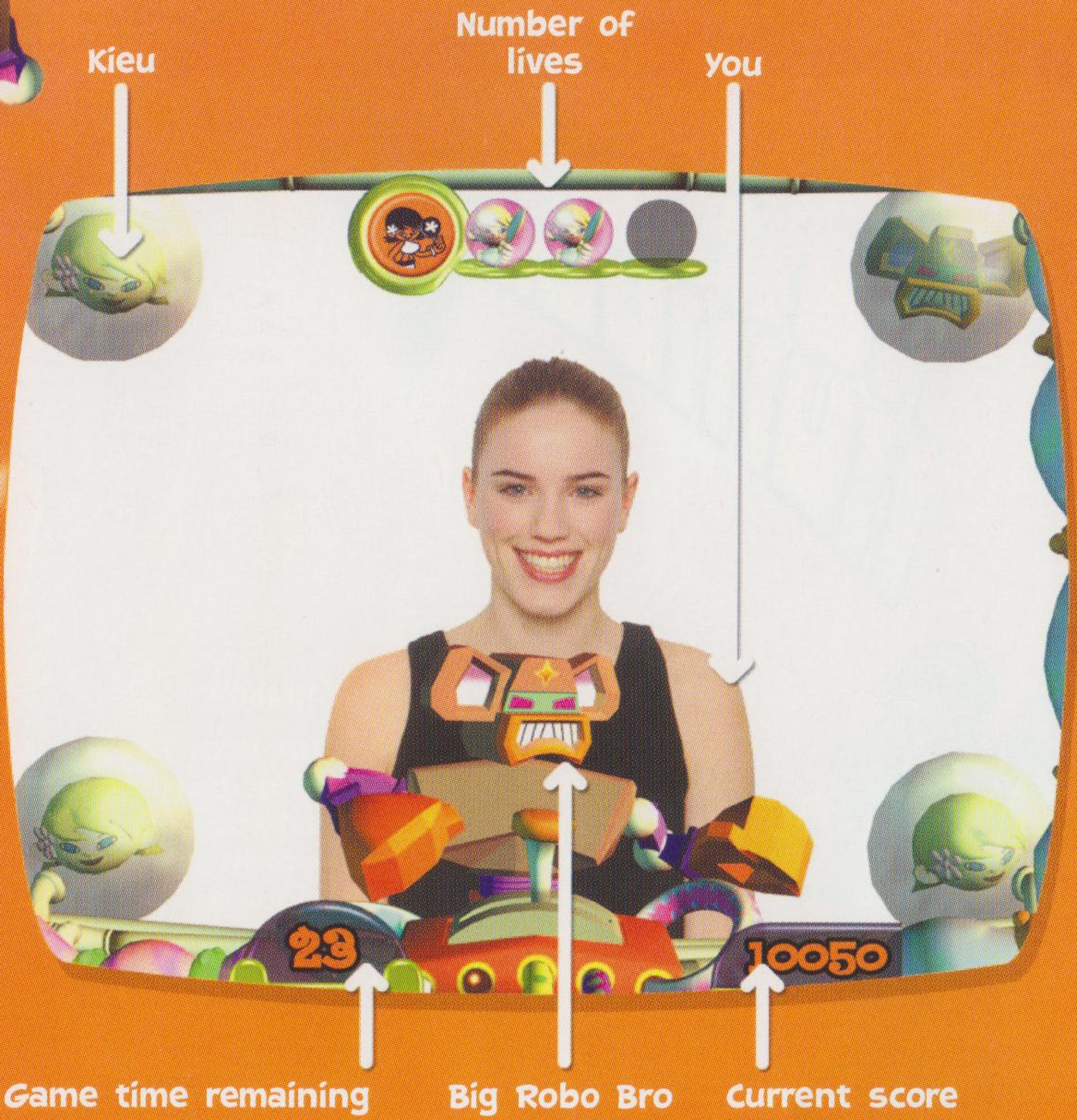
Get ready to rescue Kieu, but don't touch Little Robo Bro



Big Robo Bro will split the screen in two



Oh, no, it's a four-way split - can you work out the correct direction?


Kieu
Number of lives
You
23
10050
Game time remaining
Big Robo Bro
Current score

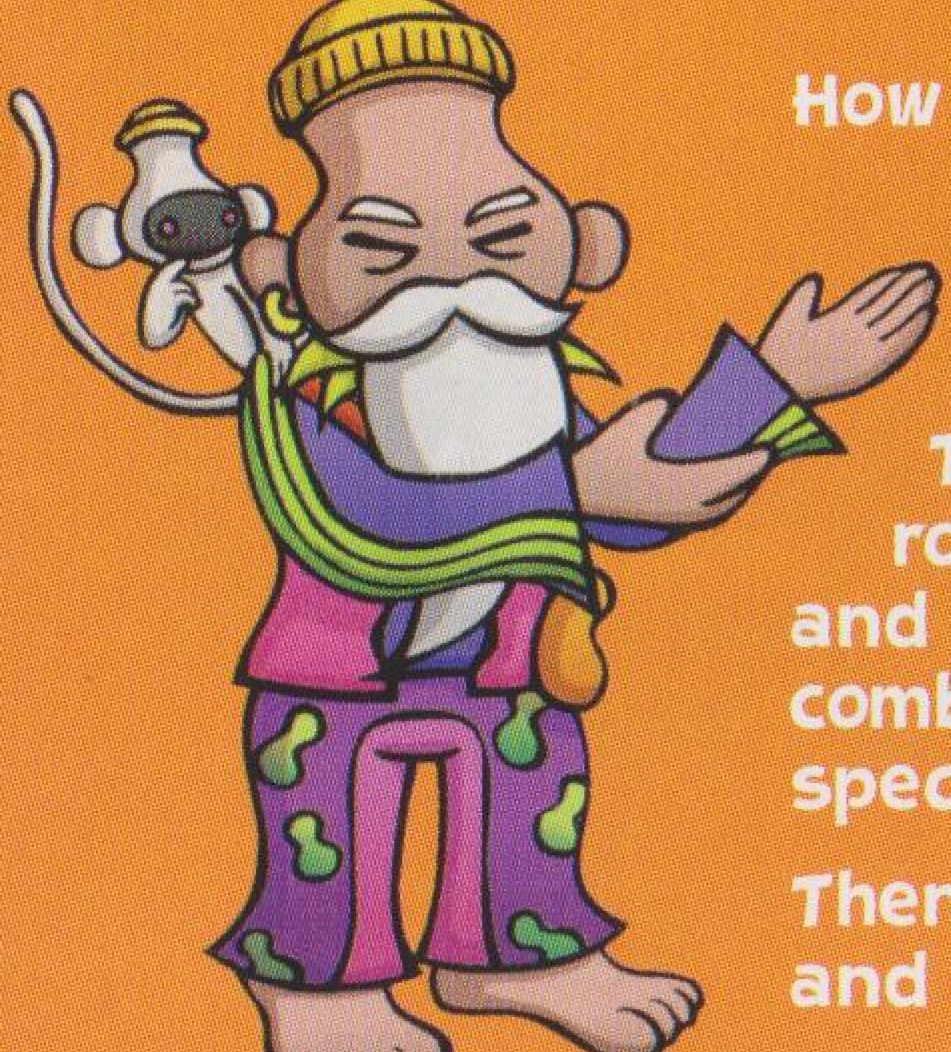
Tips from the Oracle

Right is left and left is right, but is up down or down up? Everybody gets confused when the Big Robo Bro pulls his lever. Try performing a few small movements in the centre of the screen to get properly oriented. You may lose your bearings and it may take some getting used to, but I've got every faith in you to rescue young Kieu. Don't let me down, friend.

The only tip I can give you is that Mirror Time will DEFINITELY get confusing - so only the most patient players will succeed!!!

Get your mates playing this game to see who is the best at Mirror Time and you'll all be up all night till you get it right!

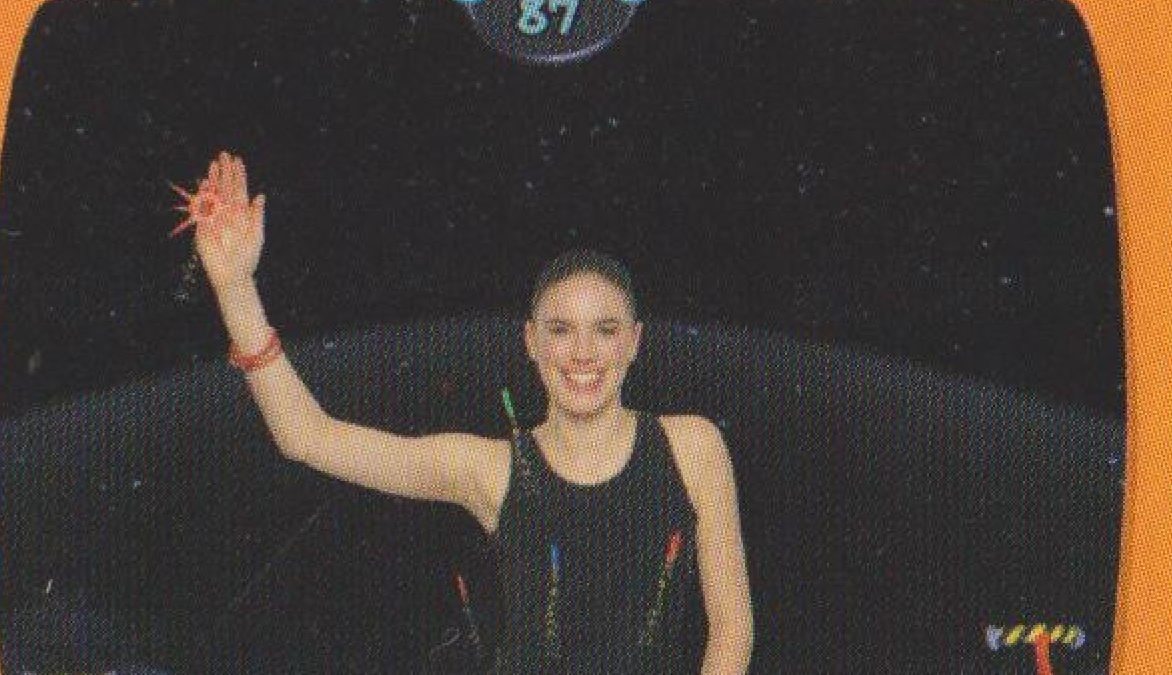
ROCKET RUMBLE



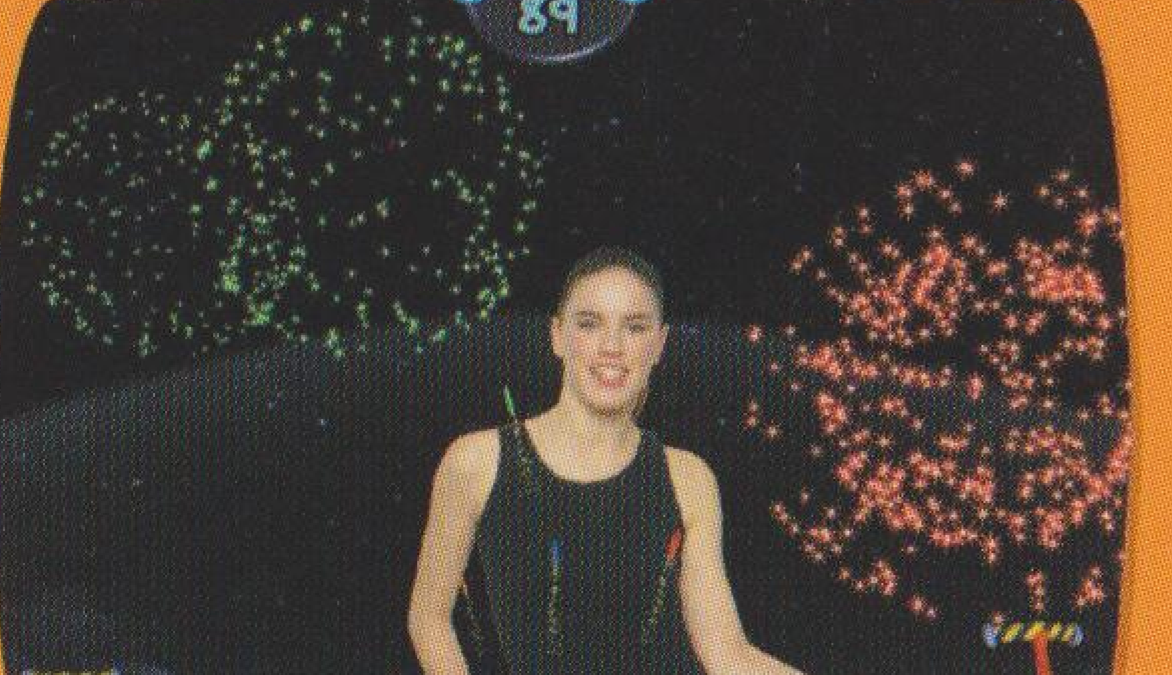
How big a bang can you make?

It's time to have fun with fireworks, without getting cold or burning your tongue on red-hot tomato soup. The combo is king, so grab as many rockets of the same colour as possible and use the white bridge rockets to combine the colours for a truly spectacular display.

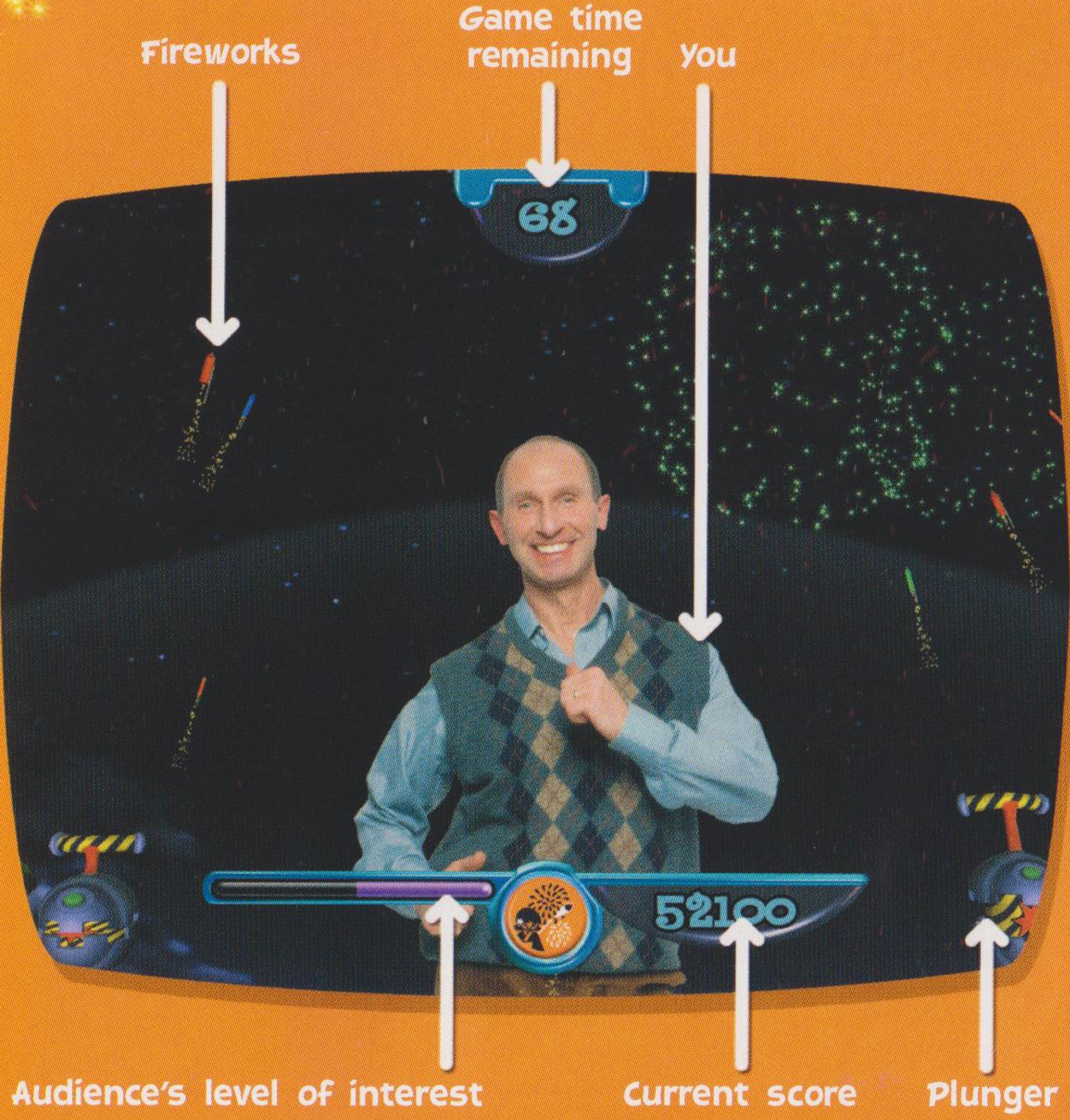
Then stand back, suck your toffee apple and gaze skywards in amazement.

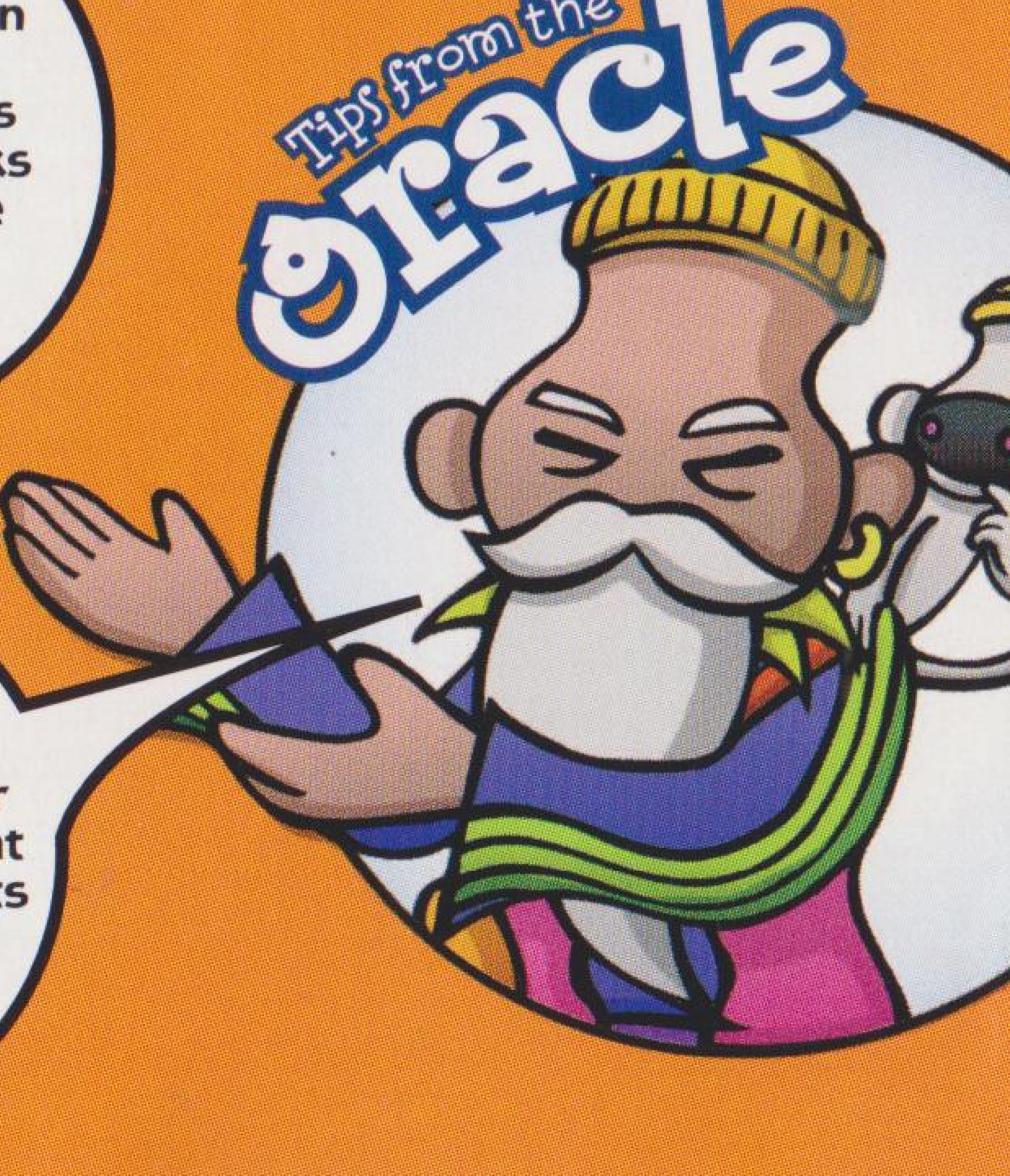


Wave your hand over the firework until a circle is displayed



Press the plunger on either side of the screen to detonate


Fireworks
Game time remaining
You
68
52100
Audience's level of interest
Current score
Plunger


Tips from the Oracle

Activate the fireworks once they've passed the horizon and detonate them with the plungers at the bottom corners of the screen. Combine fireworks of the same colour to increase your score and access the bigger rockets.

Use the bridge rockets to combine rockets of different colours, producing a massive display.

The audience is expecting to see something special and their attention span is short - the bar at the bottom of the screen represents their interest level. So, give them a night to remember. Make their night go with a **BANG!!!**

Credits

Producer	Ron Festejo
Technology	Dr Richard L. Marks
Lead Programmer	Pete Marshall
Programmers	Graham Clemo, Greg King, Tom Lansdale, Steve Madsen, Alistair Mann, Neil Rowlands, Dave Serafim, Steven Tweed
Additional Programmers	Tim Darby, Peter Hodges, Mansoor Nusrat, Andy Swann
Lead Artists	Masami Kochi, Andrea Falcone
Artists	Richard Carter, Alana Challis, Mike Haigh, Philippa Moore, Nick Philips
Additional Artists	Tamsin Aston, Noel Flores-Watson, Julian Gibson, Iki Ikram, Phil Jackson, Dave Ramsbottom, Damon Rayner, John Venables, Ian Wood, Wai Ming Yuen
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Design Lead	Craig Kerrison
Additional Design	Jonathan Alpine, Ron Festejo, Mike Haigh, Peter Marshall, Eric Matthews, Daniel Navarro
Design and Content Manager	Eric Matthews
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Graphic Design	Andrew Hamilton, Julian Gibson, Alex Townsend, Oliver Wright
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Development Director	Jamie MacDonald
Software Marketing Manager	Mark Hardy
Product Manager	Dan Taylor
Communications Manager	Jason Fitzgerald
PR Manager	Julie Skinner, Stuart Turner
PR Executive	Rebecca Rice
Legal	Hogarth Andel, Anthony Hodgson, Gary Hopkins, Albert Marshall
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QA Supervisor	Paul Tweedle
Lead Tester	Rob Sutton
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Software Operations Co-ordinator	Jenni Rees
Localisation Supervisor	Gaelle Leysour
Localisation Lead Tester	Monica Dalla Valle

Localisation Testers	Yolanda Akil, Giorgio Anselmi, Leire Corcuera, Sacha Fellica, Jose Flores, Gaelle Grenapin, Nadege Josa, Nathalie Marchau, Virginia Martin, Nadine Martin, Yannick Paulet, Sandra Raue, Katharina Tropf, Deniz Ulu, Domenico Visone
Manual Text QA Approval	Stephen Griffiths, Clare Crawley
Packaging and Manual Text	Russell Coburn
Packaging and Manual Design	Andrew Hamilton, Julian Gibson, Aaron Rudd, Alex Townsend, Oliver Wright
EyeToy: Play Voice Talents	Burt Kwouk as The Oracle Ben Fairman as Dex, Max Fu and Toro Cornell John as Wonton and Vernon Bok Amy Shindler as QT, Yumi and Kieu
Actors	Saffron Coomber, Dottie Evetts, Ben Gibbons, Bryan Jacobs, Nicolas Joyce, Archie Lawes, Stacey Morely, Isa Thom, Alex Weaver

Special thanks to: James Baker, Lauren Barry, Alex Bubb, Scott Butler, Simon Cheung, Dominic Craig, Tim Darby, Katrien De Bauw, Chris Deering, Shiho Deruiter, Vince Diesi, Peter Edward, Hiromi Endo, Hywel Evans, Jonathan Fargher, Liz Hill, Nic Ho Chee, Paul Holman, Patrick Inskip, Jennie Kong, Shawn Layden, Richard Lee, Vicky Lord, Grant Luke, Susan Nourai, Klaus Odegaard, Laura Owen, Jason Page, Rob Parkin, Deepa Patel, Shyamal Patel, David Reeves, Duncan Reid, Martin Rollinson, Simon Rutter, Tom Robberechts, Erin Ryan, Suzi Scott, Hayley Simmons, James Turner, Gail Williams, Ashley Wilson, David Wilson, Carole Wright

Exposure, Hobson's, Nexus, Qvoice, Some Research, TBWA and everyone involved at the PlayStation Experience

The EyeToy Team would like to thank all of our friends, family and loved ones for putting up with the long hours endured throughout the duration of this project.

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• **Suisse/Schweiz/Svizzera**	**0848 84 00 85*** Tarif appel national / Nationaler Tarif / Tariffa Nazionale	**0900 55 20 55*** *(SFr 1. -/Minute), (SFr 1. -/minute), (1 Fr.S./minuto.)
• **UK**	**08705 99 88 77** National rate. Calls may be recorded for training purposes	(No longer available)

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